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NEXT GENERATION VIDEO GAME MAGAZINE

LUME 2 • ISSUE 6

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Castlevania

BELMONT

SIMON ERIC JOHN

The Plot Thickens.

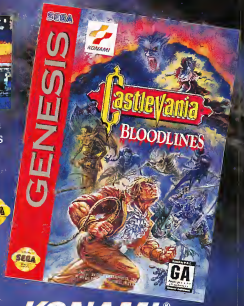
Konami unearths Castlevania-Bloodlines for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, evilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, grotesque giants and ghastly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.











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KONAMI®

EDITORIAL ZONE

MY GAMES ARE HOLLYWEIRD

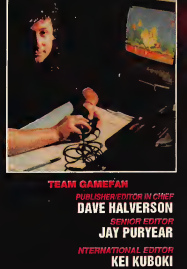
Here we are, closing another issue of GameFan. I've just plopped my last Alka Seltzer and, of course, Tempest music is blaring in the background. I think it's the only thing keeping me awake. My concern this month is the over abundance of games that rely on a license of some sort, rather than creativity and good programming. I feel that this industry is in danger of losing what got it here in the first place. It seems like almost every major company is clamoring after either a cartoon, movie or TV series for that "guaranteed homerun". The problem is that those scenarios are already written so, in the production of these assembly line projects, developers must follow the guidelines set by the movie. Therefore, creativity is taken totally out of the picture. The other problem is that the rights are usually obtained either shortly after, or during, the production of the film or series. So, in order to capitalize on the movie's success, the game must come out as quickly as possible. Corners are cut and, ultimately, the game will rely on the strength of the movie and slick packaging, rather than design and overall fun. Of course, this is not always the case. Disney's Aladdin was a fantastic game, but did you know that game was perhaps the most rushed ever? Thankfully, the project was created by a dedicated team of very talented people, including David Perry. Believe it or not, Aladdin could have been much better. You should see what they left on the cutting room floor! Recently, I had the privilege of visiting Shiny Entertainment, David Perry's new development house in Laguna, California. Shiny is creating games to be released by toy giant; Playmates, Inc., of TMNT and Star Trek fame. The game I saw there is the best game I have ever seen, hands down. If Gunstar was a 10, this game is a 20. It's that good. These guys threw the design document in the garbage pail and have brought their incredible vision to life from scratch. Both Sega and Playmates wanted Dave and Co. to take on a big license but, gladly, they weren't buying and are risking it with a new character of their own design. The fact that they were coaxed to go the other way scares the daylights out of me. This game almost didn't get made, and that would have been a crime. My point is that characters like Shiny's Blank Blank Blank, Mega Man, Mario, Sonic, Battletoads, Simon Belmont, Strider, Chuck Rock, Wonder Dog, Bonk, Act Raiser, Link, and many others, are what made this industry great. But now they are dying. Companies don't want to risk a new character or idea, they'd rather play it safe with Star Trek 25. Movies are movies and games are games. If a game is so good that it spawns a movie, so be it. But, if Arnold makes a great movie, I don't need a cheapy game to refresh my memory and empty my wallet. Let's keep the full motion on the silver screen, where it belongs. If I can't control it, I don't want to see it; unless it's between levels.

"I feel that this industry is in danger of losing what got it here in the first place".

Lastly, I've received mixed reviews on the new Viewpoint. It seems you like the breakdowns, but miss the commentary. The reason we changed it in the first place is because you guys said we were too positive. We thought this would be a good way to alleviate that problem. The reason we are so positive is because I always make sure that at least two of the guys reviewing the game like that type of game. Also, we are selective about what we actually review. We simply pass over a lot of stuff. We (vigorously) go after the games we think you guys have to see but, besides that, if it isn't sent to us, we don't cover it. We also rate games in comparison to others on that system. It wouldn't be fair to compare a Neo-Geo game to a Genesis game, etc... it's all very scientific. Add to that the fact that we all love video games and, therefore, look for the positives in everything, and you've got high scores. Case in point; I really, really like Wonder Dog. The music makes me happy and it's a gas to play. So, it doesn't scale like a banshee and the U.S. version was on the easy side. I don't take off points in WD's case. I just play it over and over. That's my personal opinion. I'm sure that many of you might see things differently. In case you haven't noticed, I'm more of a game freak than an "Editor". Not only am I the owner of GameFan but I'm a reader as well. I write frequently in the magazine and am a stickler for clear screens and lots of shots. I'm concentrating on improving the editorial content (I hope you can tell) and am determined to make it as good as the graphics in this ink saturated book (that printers cringe at the sight of).

In the future, we'll try to be a little tougher... I promise. As far as Viewpoint goes, I'll leave the breakdown in and put back the text, fair enough? Either way, keep writing in with your opinions. I'm bound to get it just right, as long as I have your input. Heck, I'll change anything you guys want, if enough of you write in. That's what I'm here for. Fire up the Macs George, *I'm comin' in!*





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GAME FAN
MAY 1994
NEXT GENERATION VIDEO GAME MAGAZINE

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All Art By:
Terry Wolfinger



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A GAME WITH
SOME TEETH?

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TOP TEN

1. Sonic 3 (GENESIS)
2. NBA Jam (GENESIS)
3. Mortal Kombat (GENESIS)
4. NBA JAM (SNES)
5. Mortal Kombat (SNES)
6. Street Fighter 2 (SNES)
7. Mega Man X (SNES)
8. Sonic CD (SEGA CD)
9. Street Fighter 2 (GENESIS)
10. Tournament Fighters (SN





MOST WANTED

1. Mortal Kombat (ANY SYSTEM)
2. Super SF2 (ANY SYSTEM)
3. Virtua Racing (GENESIS)
4. Streets of Rage 3 (GENESIS)
5. Mortal Kombat (SEGA CD)
6. Alien vs Predator (JAGUAR)
7. Phantasy Star IV (GENESIS)
8. Samurai Shodown (SNES)
9. Kasumi Ninja (Jaguar)
10. Starfox II (SNES)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A *FREE* year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: Michael Millett of Fairfield, CA
Second Prize: Jesse Baez of Chicago, IL
Third Prize: Matt Bollier of Marlboro, MA

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:
GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills,CA 91301
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

Are You Ready To Play The Ultimate Game of Chicken?



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THEM
YOU

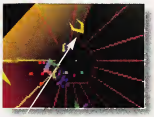




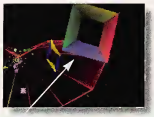
Flippers. *Don't let the innocent name fool you. Once they flip onto you, they'll suck you down pronto.*



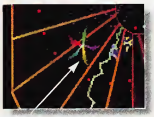
Demon Heads. *Intergalactic bad-asses. When you shoot one, its horns live on. Nasty little trick.*



Pulsars. *The electric eels of the cosmos. They electrify corridors. If you're on the corridor, you fry.*



UFO'S. *Now you're surrounded. UFO's fly above the web and you've got to get above them. Good luck.*



Fuseballs. *The scumballs of the universe. If a fuseball touches your blaster, you're history.*



Warp Bonus Round. *Too weird to describe. Just get there and zone out for some serious points.*



Tempest 2000 is an intergalactic shooting gallery in hell. You've never had so much coming at you so fast in so many colors. Named the "Best of Show" at CES, you'll explore 100 enemy-packed galaxies, experience outrageous Melt-O-Vision™ graphics and powerful 3D polygons, and be driven to a frenzy by an original techno-rave score. There's even an optional two-player mode. Don't forget, Tempest 2000 can only be played on the powerful Jaguar 64-bit system by Atari. With all this action, no other system could handle it. Yes, you have a chance to survive. Yes, it's a slim one.



Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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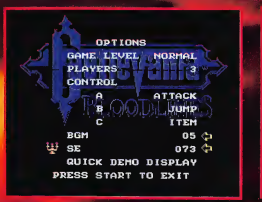
Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

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CASTLEVANIA BLOODLINES (GENESIS)

9 Lives and Expert Level

First, go into the option screen and set the BGM to 5 and the Sound FX to 73. Press start and wait for the screen that says "Press Start Button" to appear. Hit the Start button and enter the old contra code, (you remember) Up, Up, Down, Down, Left, Right, Left, Right, B, A. After you hear a chime, go back into the option screen and give yourself 9 lives and/or put the game on the expert difficulty level.







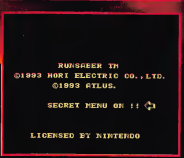












RUN SABER (SNES)

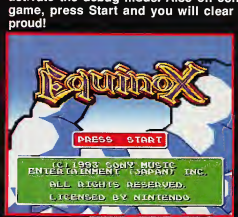
Level Select

At the Atlus logo screen, hold down B, Y, Select, and Right. When you get to the main menu, an extra option will be there, just like magic!

EMPIRE STRIKES BACK (SNES)

Debug Mode

At the title screen (shown above left), enter A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X and you will hear a noise. Now, while playing the game, on controller 2, hold down the L and R buttons to activate the debug mode. Also on controller 2, while playing the game, press Start and you will clear the stage, Yoda would be proud!



EQUINOX (SNES)

Invincibility!

During the title screen when "Press Start" appears, enter: L, L, R, R, L, L, L, R, R, R, L, L, R, R, L, R. The Copyright screen should turn green to indicate that the code worked. Now, you will not lose any health or magic!

NO KNIGHT CLUB HAS EVER SEEN THIS MUCH ACTION.



When the medieval kingdom is ransacked by a mysterious Army, Merlin charges King Arthur, Sir Lancelot and Percival with procuring the Holy Grail to rid the land of evil. On their quest, these Knights of the Round encounter more than their share of nefarious evils, putting their swordsmenship and bravery to the ultimate test. As they engage in combat with the leader of the dark army, they'll require every attack and defense maneuver they can muster. It's the very same fantasy action as the hit arcade game. Except you don't have to wait in line to play.



While King Arthur prepares for battle, Lancelot fights an enemy soldier.



Lancelot gets his slashes in on Bradford, whose flying kicks already hurt Percival.





King Arthur puts his Excalibur to the test as he executes his famous "mega slice".

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HIDDEN CHARACTERS

SNES & GENESIS

To access each of the hidden characters, enter the first two initials and highlight the 3rd. On the SNES, hold down the first two buttons and then press the third button to activate the code. On the Genesis, hold start and then press the button listed to activate it.



MARK TURMELL
MJT
SNES- Start, R, A
Genesis-Start, A



WEASEL
SAX
SNES- L, R, X
Genesis-Start, C



P. FUNK
DIS
SNES- Start, L, A
Genesis- Start, C



WARREN MOON
UW
SNES- Start, R, A
Genesis-Start, A



AL GORE
NET
SNES- L, R, A
Genesis- Start, B



BILL CLINTON
ARK
SNES - Start, L, X
Genesis- Start, A



D. VA
SAL
SNES- L, R, X
Genesis- Start, C



RIVETT
RJR
SNES- Start, R, X
Genesis- Start, B



SCRUFF
ROD
SNES- Start, R, X
Genesis- Start, B



KABUKI
QB
SNES- Start, L, X
Genesis- Start, A



CHOW-
CAR
SNES- L, R, X
Genesis- Start, C



AIRDOG
AIR
SNES- Start, L, X
Genesis- Hold Start

The following codes should be entered on the matchup screen which follows the team selection screen. When you are rotating the direction pad in a 360 motion you must make sure to hit all eight points on the control pad.



DEFENSE POWER UP

On both versions (Genesis and SNES) press any button five times.



INTERCEPTION POWER UP

On both versions, press any button 15 times and rotate the direction pad in a 360 motion. The rotation can be done while pressing the buttons.



DUNK POWER UP

To dunk from anywhere on your half of the court: On both versions, press any button 13 times and rotate the direction pad in a 360 motion.



TURBO POWER UP

For infinite turbo on the Genesis, press any button six times, then hold the A, B, and C buttons until the tip-off. On the SNES, press any button six times and hold the A, B, and Y buttons.



FIRE POWER UP

To have your players always "on fire" on the Genesis, press any button seven times and hold the B, C, and Up buttons until the tip-off. On the SNES, press any button seven times and hold the B, Y, and Up buttons until the tip-off.



SHOT PERCENTAGE

Every time a shot is taken (excluding dunks) the percentage of the ball actually going in is displayed on both versions if you press any button one time then hold the A, B, and Down buttons until the tip-off.



JUICE MODE

To make the game go faster on the Genesis version, press any button 13 times then hold the B and C buttons until the tip-off. On the SNES, press any button 13 times then hold down the B and X buttons.



IT'S WRESTLING GONE INSANE.

When the most outrageous wrestlers in history hit the mats in Saturday Night Slam Masters, what happens is not to be believed.

It's a one-to-four player wrestling insane asylum, where the only rules are – there are no rules.

Every one of the muscle-bound maniacs enters the ring ready to execute (and we mean execute) the kind of head-snapping, bone-crushing moves that will make your body a permanent part of the mat in seconds.



El Stingray executes his flying headbutt knocking Haggar flat on his back.

So you better be ready with some back-breaking, spine-popping moves of your own. Ask your opponent to step outside the ring for "no-holds-barred" action. Pick up a table and smash it over his head until birds start to fly.

If you have more than a few screws loose, go single in the one-on-one tournament. Or, enter the Special Team Battle Royale where two teams of two slam until they're victorious.

No wrestling game can match this one.





Gunloc gets pummeled by multiple hits of Biff Slamkovich's deadly sonic fist.





King Rasta puts the pin on Alexander "The Grater" with a super suplex.

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Special Feature

ART OF FIGHTING 2

Fatalities & Death Moves



Ryo Sakazaki
↓↘→↘↓↙←C



Robert Garciua
↓↘→↘↓↙←C



Lee Pai Long
↓↙←↙↓↘→A



John Crawly
→←↙↓↘→BC



Mr. Big
↓↘→↗→↘↓↙A

The five shots above are Fatalities and can be done only when your spirit bar is full and you have 25 percent or less energy! The shots below are Death Moves and, the only requirement is a full spirit bar! Look for more AOF2 moves next month!



Ryo Sakazaki
←→←↙↓↘→A



Robert Garciua
←→←↙↓↘→A



Yuri Sakazaki
←→←↙↓↘→A



Eiji Kisaragi
↓↘→↘↓↙←A



Tem Jin
←→←↙↓↘→A



John Crawly
←→←↙↓↘→A



King
→←→↘↓B



Mickey Rodgers
←→←↙↓↘→A



Jack Turner
←→↘↓↙←B



Lee Pai Long
←→←↙↓↘→A



Takuma Sakazaki
←→←↙↓↘→A





SLAY THE DRAGON OR YOU'RE FIRED.

How much havoc can one red dragon cause? Well, in the Land of Malus, Gildress has totaled entire villages with just a few sweeps of his iron tail. When five townsmen decide enough is enough, they set out to save their country from this wretched King of Dragons. Join in on the adventure, arming your party with weapons, armor and magic. Slash your way through the seemingly endless creatures and hideous monsters that await throughout your journey. Reap the gold, hidden treasures and other riches – your reward for restoring peace. This exact translation of the arcade hit is fiery fun. But don't blow it, or you'll really get burned.



This evil dragon shows no mercy when attacking the elf and cleric.



The wizard treats the ogre to some fire of his own from a magical cane.



Ice and slime–just two of the weapons used by the three-headed dragon.



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SECRET OF MANA (SNES)







Cure Poison Sickness!
When one of your characters is poisoned, use the Mogol Hammer. Then change back to your normal character and magically you're cured!

PEACE KEEPERS (SNES)





Play With Two Extra Characters!
Before turning on your system, hold L, R, and A on controller one. Turn it on and wait for the title screen to appear before letting go of the buttons. Now you can use the two extra characters.

Play same character Vs. same character.
Before choosing your characters, hold down the L and R buttons on both controllers and then press start.

TOURNAMENT FIGHTERS (SNES)





To enable your power gage in the story mode, on controller 2 at the title screen, enter: Up, Down, Left, Right, X, Y, B, A, X, Y, B, A, X.

MACROSS (SF)



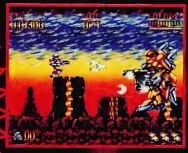
Stage Select
When the Zamuse screen appears, do two 360 circles on controller one going counter clockwise. Then push L, R, L, R. Now go to the option screen and choose which level you would like to start on.

ART OF FIGHTING (SNES)

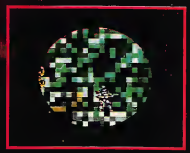


To See The Ending
While playing in the story mode, pause the game and enter: Up, X, Left, Y, Down, B, Right, A, L, and Y and like magic, you've beat the game!

SUPER TURRICAN (SNES)







Invincibility
During the game press pause and then push the L button three times, the R button three times, and the L button three times. Now when you unpause you'll be invincible!

Stage Clear
While playing the game, pause and enter: Right, Left, Down, Right and A. When you unpause the stage will be cleared!

Send in your tips and hints. If we use your magic in Hocus Pocus, we'll send you an awesome GameFan T-Shirt. Winners will be notified by mail.

Send Codes to:
GameFan Magazine
Attn: Hocus Pocus
5137 Clareton Drive
Suite #210
Agoura Hills, CA
91301

CATS have nine lives. Unfortunately, YOU have a DOG.





Beware of Sidney the octopus—he's well-armed.



Inflate Spunky into a balloon and hurl him over the goo.



Heffer is part steer, part trampoline.



Meet Ed Bighead—his bark is worse than his bite.

SPUNKY is one **dumb dog.** And O'Town is one **strange** and **DANGEROUS** place. Better get moving. **OR YOUR DOG'S HISTORY. ONLY YOU** can safely guide **SPUNKY** to the **golden fire hydrant.**

He's YOUR dog. NICKELODEON He's YOUR problem.

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VIACOM NEW MEDIA

Special Japan Now Feature!

Here are two of the current works in progress over at Treasure, the new developers that are turning heads, worldwide Alien Soldier actually started development around the same time as Gunstar. Whether or not it is slated for a US releas remains a mystery, in fact, no release date is set at this time, here or abroad. The other game pictured below, Relay (working title), is a big departure for Treasure, a company that to date has produced only side scroll platform games. Thi isometric adventure has a surprisingly sharp edge to it when compared to the tamer dynamite Headdy, TreasureLan and Gunstar Heroes. Fans of LandStalker (possibly the best Action adventure game ever made) have reason to celebrat once again. I'll bring you an update on both of these exciting new titles as soon as I return from Japan.



Alien Soldier



















Relayer













MEATY • EVIL

Sure you've played action/adventure games before, and you're sitting there thinking "Been there, done that", there's not a game made you can't beat the crap out of— big yawn right!

WRONG, dragon breath! You've never seen anything like LEGEND. Non-stop action, gruesome villains, wicked weapons and sensational graphics. Travel back to a medieval land where your sword is the only law. Where the rich and powerful reign over the land with an iron fist of terror. Enter the Black Temple and battle through worlds of wizards and fire breathing dragons. Conquer the baddest boss monsters ever seen and fight your way through the uncharted world of LEGEND.





SEIKA
Breakin' All The Rules

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Holy Sphinx



Hang on. Tight.

You're about to enter the dark and foreboding world of Microcosm. Super-realistic, computer generated graphics inject you into the body of Cybertech's president, Tiron Korsby. Your mission: to find and eliminate a deadly and elusive brain manipulation droid.

Experience a whole new realm of adventure gaming as CD ROM-based interactive cinema effects transport you inside the heart-stopping action.







ct ër !

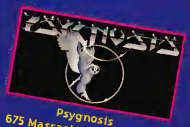


Available for Sega CD, PC CD ROM, and 3DO at your local retailer.

Over 500 megabytes of brilliant SGI graphics and an original sound track by Rick Wakeman, formerly of YES, crank up the intensity to levels you've never before encountered.

Step into the latest high-tech micro-submersibles and pilot your way to the edge of your imagination. But don't forget to pack an extra pair of shorts.





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THE ADVENTURES OF
YOU ARE THE ONES RESPONSIBLE FOR THE DEATH OF MY FATHER, THE BLOWMEISTER! NOT ONLY WILL I AVENGE HIS DEATH BY DESTROYING YOU ALL, BUT I WILL ALSO CONTINUE HIS DREAMOF CORRUPTING VIDEO-GAMERS EVERYWHERE WITH HIS BAD GAMES!
!
!
U.S. MAIL
WE DON'T WANT TO HURT YOU. WE WANT TO HELP YOU. AFTER ALL, YOU ARE JUST A KID AND HAVE OBVIOUSLY SUFFERED A GREAT DEAL. YOUR FATHER WAS AN EVIL MAN!
UNGH!
CHUNK
SILENCE!


OOF!
OH, MAN! YOU'RE GONNA PAY FOR THAT, FAT BOY!
NO POSTMEISTER! DON'T HURT HIM! HE'S JUST A CHILD!
HUH?!
HAH!
CHUCK
WHAM!
NO! STOP! YOU DON'T KNOW WHAT YOU'RE DO-HNGH!
KICK
I KNOW EXACTLY WHAT I'M DOING.


BLOWMEISTER GAMES WILL LIVE AGAIN!!
AHAHA
U.S. MAIL
TO BE CONTINUED... WE HOPE!

BIGGER! MEANER!

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COMING SOON!



FREE ACTION FIGURE

WHILE SUPPLIES LAST

Be the first to have a cool Fatal Fury fighting buddy! Great for your room or locker, you'll have tons of fun showing him to friends. PLUS you'll get a FREE Membership in the Takara Masters Video Club. So hurry - put two 29¢ stamps on a self-addressed envelope and send it to Takara, Dept. FF2, 230 Fifth Ave., Suite 1201-6, New York, NY 10001. The Takara Game Master will select a great fighter and send him to your house within 2-4 weeks.



No purchase required. Only one figure per person. Requests for specific figures cannot be fulfilled. Takara Video Game Division 230 Fifth Avenue, Suite 1201-6 New York, NY 10001 Tel. 212 689-1212

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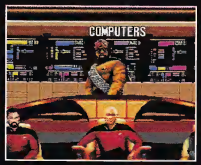
SUPER NINTENDO ENTERTAINMENT SYSTEM

TAKARA®
Video Game Division

FATAL FURY 2© © SNK 1992 REPROGRAMMED ©TAKARA CO., LTD. 1994

Report To





Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Your mission: Chart a course through unknown worlds to confront the Derandomizer– the most powerful device in the galaxy.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.

The Bridge.



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Starfleet has appointed a new Commander of the Starship Enterprise™: You.

In "Future's Past," the new Star Trek: The Next Generation® episode for Super Nintendo®, you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... BOLDLY GO WHERE NO ONE HAS GONE BEFORE™.

STAR TREK
THE NEXT GENERATION®

"Future's Past"

Spectrum HoloByte

SUPER NINTENDO ENTERTAINMENT SYSTEM



Also coming soon on IBM CD-ROM and 3DO.



Will you need Dr. Crusher's™ healing power or Worf's™ strength? The fate of the Federation hangs on your decision, Commander.



Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.



You've won this encounter with the Romulans™, but they'll be back. Will you be ready?

VIEWPOINT

Graphics, music, play mechanics, control and originality... everything a good game needs.

Five important categories with a possible of ten points each. Simple, easy to understand breakdowns of each game reviewed. The new Viewpoint.

New Viewpoint contest rules:
To enter; rate each category (graphics, music etc.) one through ten and write a short comment. If you have a mug shot of yourself send that in too! We'll do the rest.

THE INCREDIBLE HULK · GENESIS · U.S. GOLD · 16MEG · ACTION · 1 PLAYER · AVAILABLE NOW



GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECHANICS	9
ORIGINALITY	9

This game has it all. Action platform's don't get much better.

44

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECHANICS	9
ORIGINALITY	8

Is that really Lou Ferrigno on my Sega? A great action platform gnarler!

42

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAY MECHANICS	8
ORIGINALITY	8

A great super hero action platform game for theGenesis. Very original...

42

MORTAL KOMBAT CD · SEGA CD · ACCLAIM · FIGHTING · 2 PLAYER · AVAILABLE NOW



GRAPHICS	7
MUSIC	9
CONTROL	8
PLAY MECHANICS	9
ORIGINALITY	7

The game we've all been waiting for, left me wanting more.

40

GRAPHICS	8
MUSIC	9
CONTROL	9
PLAY MECHANICS	8
ORIGINALITY	7

MK fanatics will be stoked; definitely the best translation yet.

41

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECHANICS	8
ORIGINALITY	7

MK CD is a little quirky but the trademark tunes make it worth the dough.

39

FATAL FURY 2 · GENESIS · TAKARA · 24MEG · FIGHTING · 2 PLAYER · AVAILABLE MAY



GRAPHICS	8
MUSIC	7
CONTROL	10
PLAY MECHANICS	8
ORIGINALITY	7

Great control but, I've had enough Fatal Fury for a lifetime!

40

GRAPHICS	8
MUSIC	7
CONTROL	10
PLAY MECHANICS	9
ORIGINALITY	8

Another great translation from Takara. In fact, this is the best one yet!

42

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECHANICS	9
ORIGINALITY	5

Fatal Fury never get's old, as long as Takara at the wheel!

39

BARE KNUCKLE 3 · MEGA DRIVE · SOJ · 24MEG · ACTION · 1-2 PLAYER · AVAILABLE NOW JPN



GRAPHICS	8
MUSIC	6
CONTROL	9
PLAY MECHANICS	9
ORIGINALITY	9

I'd like to see this version here, as an MA 17 game. Anything less is unacceptable.

41

GRAPHICS	8
MUSIC	6
CONTROL	9
PLAY MECHANICS	9
ORIGINALITY	9

Evidence that proven formula's work, SOJ does it again!

41

GRAPHICS	8
MUSIC	7
CONTROL	9
PLAY MECHANICS	9
ORIGINALITY	8

Yuzo and staff bring us one more BK game. Let's put that eating system to some good use Sega!

41

TOMCAT ALLEY · SEGA CD · SEGA · FMV · 1 PLAYER · AVAILABLE NOW



GRAPHICS	9
MUSIC	7
CONTROL	7
PLAY MECHANICS	7
ORIGINALITY	9

The best game of its kind. This is FMV at its finest!

39

GRAPHICS	7
MUSIC	5
CONTROL	5
PLAY MECHANICS	NA
ORIGINALITY	7

Nice Movie!

24

GRAPHICS	7
MUSIC	4
CONTROL	5
PLAY MECHANICS	5
ORIGINALITY	4

Tomcat Alley has good FMV, but where's the game?

25

SUPER METROID • SNES • NINTENDO • 24MEG • ACTION/ADVENTURE • 1 PLAYER • AVAILABLE NOW

GRAPHICS	9	GRAPHICS	8
MUSIC	10	MUSIC	10
CONTROL	10	CONTROL	10
PLAY MECHANICS	10	PLAY MECHANICS	10
ORIGINALITY	10	ORIGINALITY	10
49		**48**	

This game WAS worth the 7 year wait. Simply beautiful!!

Two things: 1) Freakin' awesome game! 2) It's about time!

GRAPHICS	9	GRAPHICS	9
MUSIC	10	MUSIC	10
CONTROL	10	CONTROL	10
PLAY MECHANICS	10	PLAY MECHANICS	10
ORIGINALITY	10	ORIGINALITY	10
49		**49**	

In a word... Perfection!



FREEWAY FLYBOYS • SNES • SEIKA • 8MEG • RACING • 1 PLAYER • AVAILABLE APRIL

GRAPHICS	9	GRAPHICS	8
MUSIC	8	MUSIC	8
CONTROL	9	CONTROL	8
PLAY MECHANICS	8	PLAY MECHANICS	8
ORIGINALITY	8	ORIGINALITY	8
42		**40**	

Another mode 7 racing frenzy. *I love it!*

The F-Zero 2 I've been waiting for.

GRAPHICS	9	GRAPHICS	9
MUSIC	9	MUSIC	9
CONTROL	9	CONTROL	9
PLAY MECHANICS	8	PLAY MECHANICS	8
ORIGINALITY	10	ORIGINALITY	10
45		**45**	

The best mode 7 racer since F-Zero... *Excellent!*



BOMBERMAN • SNES • HUDSON • 8MEG • ACTION • 1 PLAYER • AVAILABLE NOW

GRAPHICS	7	GRAPHICS	6
MUSIC	7	MUSIC	6
CONTROL	9	CONTROL	8
PLAY MECHANICS	8	PLAY MECHANICS	9
ORIGINALITY	7	ORIGINALITY	7
38		**36**	

K. Lee is Bomberman. I just sit in amazement at how involved he gets.

I am not Bomberman, nor would I want to be! Fun game though.

GRAPHICS	8	GRAPHICS	8
MUSIC	7	MUSIC	8
CONTROL	9	CONTROL	7
PLAY MECHANICS	8	PLAY MECHANICS	8
ORIGINALITY	7	ORIGINALITY	7
39		**39**	

More options, more levels, more fun. What else can I say? I am Bomberman!



THE HOROE • 3DO • EA • ACTION/STRATEGY • 1 PLAYER • AVAILABLE NOW

GRAPHICS	6	GRAPHICS	9
MUSIC	7	MUSIC	9
CONTROL	7	CONTROL	8
PLAY MECHANICS	6	PLAY MECHANICS	8
ORIGINALITY	9	ORIGINALITY	10
37		**45**	

Cool, but I expect more from my $500 system. Especially from Crystal!

A perfect marriage of action, strategy, and FMV. The Horde has it all!

GRAPHICS	8	GRAPHICS	8
MUSIC	8	MUSIC	8
CONTROL	7	CONTROL	7
PLAY MECHANICS	8	PLAY MECHANICS	8
ORIGINALITY	7	ORIGINALITY	7
38		**38**	

The accompanying movie was a crack up! awesome animation, sound, and FMV! I had to have it.



ART OF FIGHTING 2 • NEO GEO • SNK • 178MEG • FIGHTING • 1-2 PLAYER • AVAILABLE NOW

GRAPHICS	9	GRAPHICS	8
MUSIC	7	MUSIC	8
CONTROL	8	CONTROL	7
PLAY MECHANICS	9	PLAY MECHANICS	8
ORIGINALITY	6	ORIGINALITY	6
39		**37**	

They turned my character (Lee) into a fat guy. Other than that, an OK sequel. One was better.

Just what I wanted for my Neo Geo, another Fighting game sequel... *NOT!*

GRAPHICS	7	GRAPHICS	9
MUSIC	8	MUSIC	9
CONTROL	8	CONTROL	8
PLAY MECHANICS	8	PLAY MECHANICS	9
ORIGINALITY	6	ORIGINALITY	6
37		**41**	

The answer to a question nobody asked. The original blew it away.

The best conversion of FF2. This is 8 Bit? *Amazing!*



FATAL FURY 2 • PC ENGINE/ARCADE CARD • HUDSON • FIGHTING • 1-2 PLAYER • AVAILABLE NOW JPN

GRAPHICS	10	GRAPHICS	8
MUSIC	9	MUSIC	9
CONTROL	8	CONTROL	9
PLAY MECHANICS	8	PLAY MECHANICS	9
ORIGINALITY	7	ORIGINALITY	6
42		**41**	

If this is what the Arcade card can do, I can hardly wait to see more!

The Arcade card is for real! Now bring me Strider.

GRAPHICS	9	GRAPHICS	9
MUSIC	9	MUSIC	9
CONTROL	8	CONTROL	8
PLAY MECHANICS	9	PLAY MECHANICS	9
ORIGINALITY	6	ORIGINALITY	6
41		**41**	

The best conversion of FF2. This is 8 Bit? *Amazing!*



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ASK NOT, "what can my Sega do for me?"

DUNE

THE TERMINATOR

SON OF CHUCK: CHUCK ROCK 2



HEART OF THE ALIEN: OUT OF THIS WORLD PART 2

INCLUDES TWO COMPLETE GAMES ON ONE CD: THE AWARD-WINNING ORIGINAL VERSION PLUS AN ALL-NEW FULL-LENGTH SEQUEL!

ask "what can I do with my Sega CD?"

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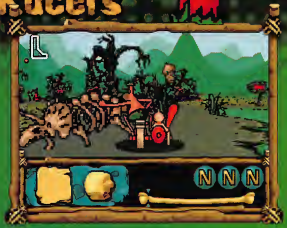
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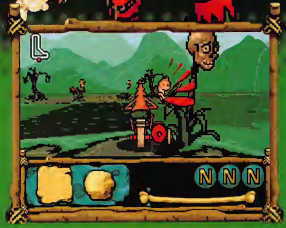


SEGA CD · CORE | RACING/COMBAT · 1-2 PLAYER | AVAILABLE 3RD QUARTER

CHUCK RALLY

Rocky Racers



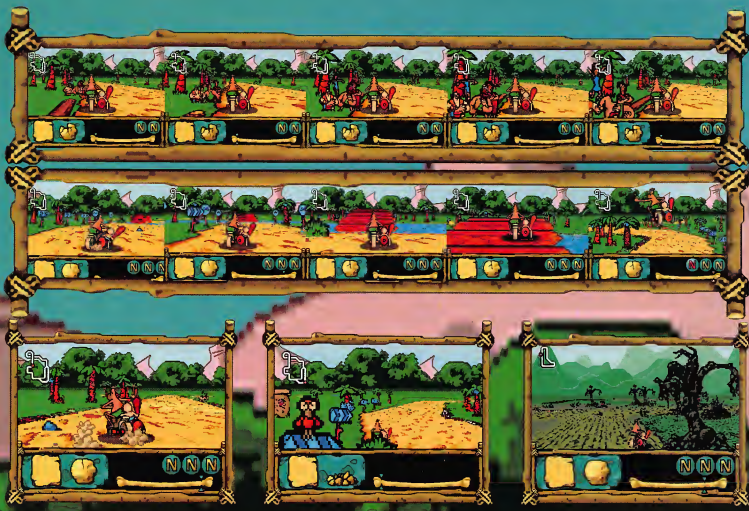






What can I say? Core is taking two of the coolest characters to ever grace a game screen and rolling them into a game that is part Mario Kart and part Virtua Racing, I am totally stoked!

This is Chuck Rally (a really early version) and it's gonna' make you look at your Sega CD in a whole new way. This is 3D racing at its finest. With scaling like you've never seen on a home system and the best artwork this



side of a T-Rex, Chuck Rally delivers racing and brawling perfection. In both modes (Virtua and 2nd person) huge, detailed sprites move smoothly in every direction as you pitch Chuck n' Junior's Boulderdash Bike sideways with perfect control and awesome speed. During the race Chuck can punch and Junior can either swing from the sidecar or, jump up and clobber his enemies. Some of the baddies planned for the game are; Granite Jackstone, Axle Roads, Sid Varicose, Stiggy Saurus, Stony Blockburn and Jimmy Handtrix. Do I detect a theme here? Prior to receiving this early version of Chuck Rally I was glued to Virtua Racing on the Genesis. But, since this game came in, I haven't touched it. The Virtua







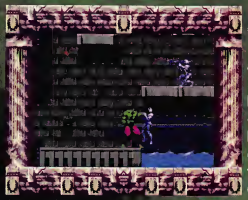
mode in Chuck Rally is almost too fun. I don't care how fast the DSP is, it could never move sprites this big, this fast! This is what the Sega CD was supposed to be all about, and I believe that if more games like this came out it would be a much bigger success. Luckily, Core has always been there for Sega CD users, and I'm sure that once they move on to the Saturn it will be the same story. Awesome 3D and platform games are what it's all about and, not only does Core know that, but they know how to make it happen. Chuck Rally is due out in the third quarter. We'll be right here with up to date coverage as it develops.

- E Storm

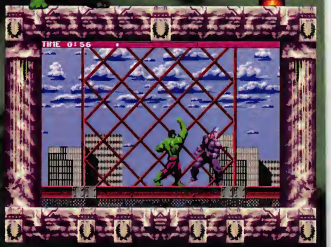


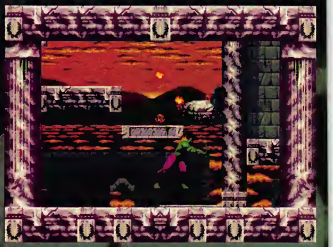


THE INCREDIBLE HULK™



O.K. Let's face it. A big license, such as the Incredible Hulk, is great to have. But, what is even better, is when big licenses become great games. Such is the case with U.S. Gold's Incredible Hulk for the (SEGA!) Genesis. This 16 meg Action/Platform excels in every category; graphics, music, control, play mechanics and originality. Graphically, Hulk delivers with crisp, colorful visuals, excellent artwork and animation and a high degree of detail in both the enemies and terrain. In the area of play mechanics, the game really delivers with three different sets of controls; one as the normal Hulk, one as a powered-up Hulk and another set as Dr. Banner. Moves include high and low punches, a head butt, a throw, a crouching uppercut, a death squeeze, a



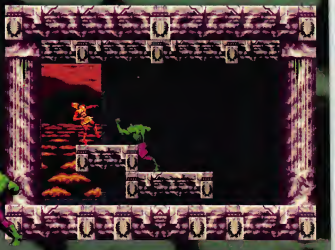


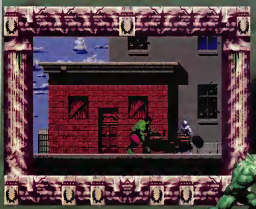


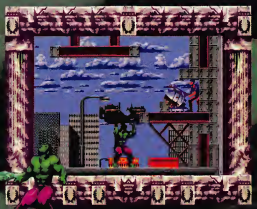


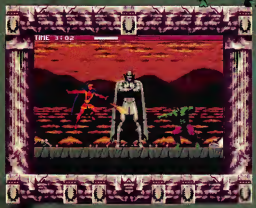
Stack objects to reach high places

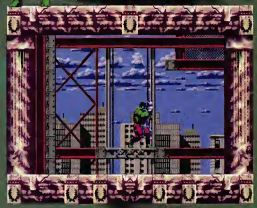
Swing low to bust open crates



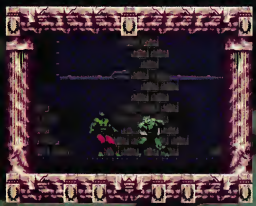








super clapping move, a fierce stomp and shooting (when Banner has the gun). By pausing the game and pressing the C button, the Hulk transforms into Banner, allowing the player to crawl through tight spaces and acquire power-ups or discover alternate routes. The game is not at all linear, something that plagues this category. You must often find a switch or secret room in order to open up other parts of the level. This adds an element of exploration to the game and gives it a very unique feel. The control is also excellent and, although punching with the A button feels strange at first, you get used to it quickly. Another great aspect of the gameplay is that you can pick up, throw or stack objects in your path; such as telephone booths, wrecked jeeps and throbbing hearts. Proper use of these elements are actually key







in the game. This is an extremely well put together game. The music and sound effects are also top notch. I'm surprised that it took this long to put the Hulk and a Genesis game together but I'm glad that, now that it has happened, it has been handled as it should. It's too bad that Sega's X-Men didn't have this degree of art, game design and music. The Incredible Hulk goes down in my book as one of the best Action/Platform games of the Genesis era. When it comes out this April, do not hesitate...buy it!

-E Storm

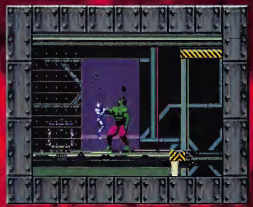














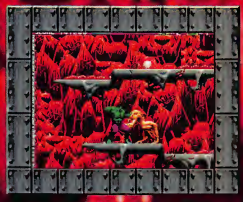




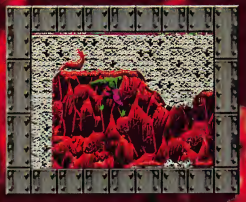


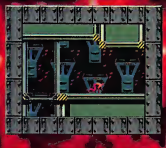


















Use Dr. Banner to crawl through tight spaces and collect valuable gamma and, other necessary items!

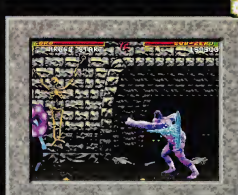
You'll need to find this secret room in the sky atop the seemingly hidden platforms, to exit level 2.

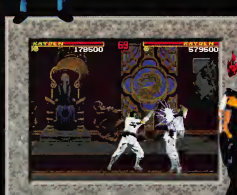




Back in the early '90's, when Street Fighter 2 dominated the arcade charts, many challengers attempted to cash in on the then new fighting game craze. The wannabes came and went like Tonya Harding's Olympic skating performance. It seemed as if SF2 would skate away with the gold...but then there was one. It was a game of no compromises. A game that incorporated state of the art digitized graphics and an extreme degree of realism. A game who's content of violence stirred Capitol Hill and parents alike. A game that stole the hearts of all fighting game enthusiasts and ultimately snuck up behind SF2 and smashed its knee out from under it. A game called MORTAL KOMBAT. With its overwhelming success in the arcades, came the desire and yearning for a home version by all who love video games. The day was Sept. 13, 1993; Mortal Monday. Mortal Kombat was released on the Genesis, Game Gear and SNES that day, and oh what a good day it was for all those Mortal Maniacs. Although these versions received a warm reception, the MK fanatics knew that there had to be something more up Acclaim's sleeve, and anxiously awaited the CD release. Now the time has finally come, and Game Fan is bringing to you, our readers, an in-















depth review of MKCD. Once you (MORTAL KOMBAT!!) fire up the old Sega CD (MORTAL KOMBAT!!) and watch the commercial (MORTAL KOMBAT!!), you will be greeted by an excellent translation of the arcade blood bath. Graphically, MKCD is a huge improvement over the other home renditions. The digitized graphics and smooth, fluid animation truly bring the arcade feeling home. It's hard to pin down exactly what's better about the control. All the moves come out a little smoother, a little easier and a little bit more instinctively. I thought that the Genesis version controlled great, but this tops it. The most noticeable and impressive improvement would have to be the sound. All of the voice and music have been directly sampled from the arcade game, which was one of the best qualities of the coin-op. As in all games, what you hear is just as important as what you see because it establishes the mood. Another thing that stood out about MKCD was the overall game presentation. All the rough edges seem to have been smoothed out and the game has a very polished feeling to it. Whether or not you are a fan of MK (or fighting games for that matter), MKCD is a must own for Sega CD players everywhere. - *Joe D*









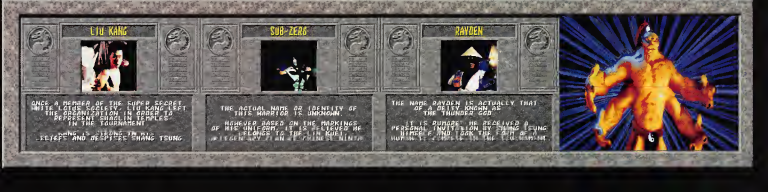


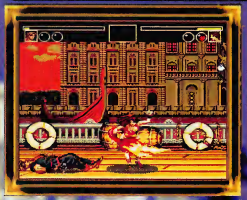














Last month, we gave you a sneak preview of Takara's 24-meg monster, Fatal Fury 2. This Genesis version is the latest in a long line of Fatal Fury 2 NEO-GEO conversions. From the SFC/SNES and P.C. Engine FF2's, to the Japanese Game Boy version, Fatal Fury fever has hit all the popular video game consoles, both in Japan and North America. So, what is it about this game that makes it so popular? Well, one thing that you should keep in mind is that a few of the key personnel responsible for programming the original arcade Street Fighter II, defected over to SNK. These guys know a thing or two about how to make a great fighting game. One of the games that this group created was Fatal Fury 2. The rest, as we all know, is history. Takara, already very comfortable with SNK software, was more than willing to program a home conversion of this arcade money machine. The end result? Everything that an FF2 fan could ever want, regardless of whether they had the means to afford a NEO-GEO or not. The quality of the SNES FF2 has been well

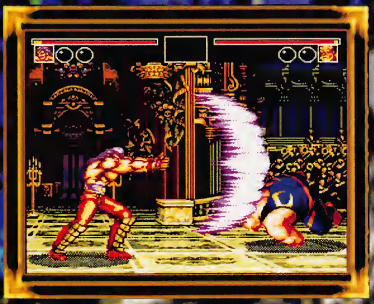




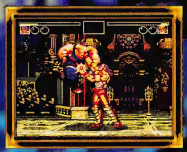














documented in this and other magazines. Can the Genesis FF2 really stack up to the 20 meg SNES version? In my opinion, it not only stacks up to the SNES version, but surpasses it in certain areas. In all the important categories (sound, animation, graphics, and music) the Sega game can more than hold its own against its Nintendo counterpart. Where it truly stands out most of all is in the category of speed and play control. You can select between three different game speeds, but that's not the kind of speed that I'm talking about. It's the quick reaction of the controls that is so impressive. Speaking of control, the play control in FF2 is fantastic. All of your special moves come out instinctively. If there's one thing that can be said about this game, it's that the rough edges have definitely been smoothed out. It seems as though Takara really concentrated on putting together a great overall package when they programmed FF2, and it shows. I would recommend this game to all fans of FF2, and of course, all fighting Game Fans in general. - *K.LEE*









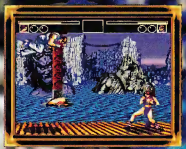
























They've done it again! The masters of the side scrolling fighting game over at Sega, and of course Yuzo Koshiro, have put together the best Bare Knuckle adventure yet. This game remains one of the few in this category that you must buy every year. It always has been, and remains, the classic game representing the struggle of good vs. evil. The version we are reviewing here is of the imported nature, therefore, you will



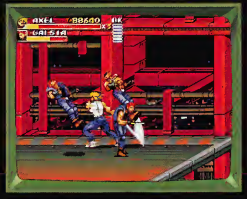












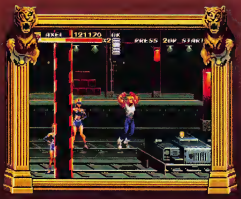
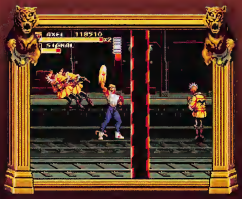


undoubtedly see differences when the American release arrives. Released in this form, weighing in at a hefty 24 meg, the game would have to carry an MA17 rating. So, you can bet some of the questionable characters (like the flaming you know what in the first level and the whip toting temptresses) will sit out the US version. I've also heard that Blaze wears a grey dress in the US version. What's up with that?



So, is this the same old game? No way. Besides the addition of two new characters; the Kangaroo, who you first pummel and then can control and Zan, a cyborg, there is also a vast array of new moves and some interesting diversity in the levels. For instance; at one point you must fight off an approaching (and very hungry) bulldozer, while breaking through concrete walls



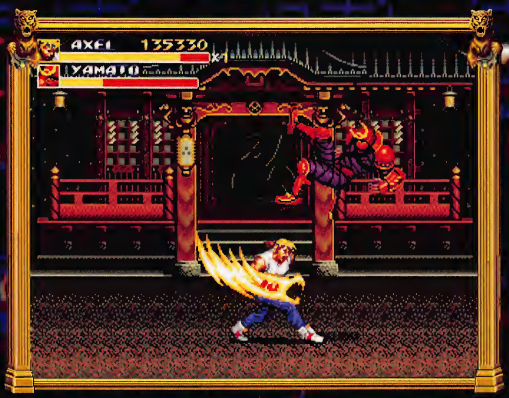








in your path. In another, you must enter several rooms, several times, to destroy switches which dismantle impassable beams. And then there's the ending...total surprise. And it's not just six levels this time out. Need more? The graphics in BK3 are truly a sight for sore eyes, with what seems like more than 64 colors on screen, excellent detail and some of the coolest lighting effects since Shinobi hit the disco.

With the addition of the six button controller, there are now more moves and they are easier to execute. When a character picks up an item, like a bat or knife, it powers up their special move. Double click right or left with Axel, when he has the sword, for a mean uppercut etc.. And, of course, the burning question must be; how's the music? Well, Yuzo definitely went in a different direction this time. Rather than creating a series of smooth techno tunes, he has tried to match the mood














of each level. So, this time out you may not want to dance to it, but it is still good stuff. Definitely heavy on the bass. Basically, you'll find more of everything you like about Bare Knuckle in BK3. Axel, Blaze, Sammy and Zen are more than ready to fight for what is right. They just need us to push the buttons. If you buy one side-scrolling fighter this year, this should be it. Let's hope the US version sticks to the game shown here, as much as possible. We'll review that game next month. - *E Storm*



MR X IS A CYBORG?!







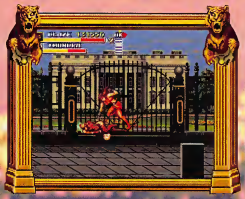















BLAZE 000560
x2
SHIVA
x1




END...!?

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No Remorse.
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CD Sound!
Animation!



Rated by V.R.C.
NOT YET RATED
NOT RATED

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SPACE ACE



















ReadySoft is set to bring the laser disc arcade game, Space Ace to Sega CD owners in the not too distant future. This game was the second from Don Bluth's animation studios and makes use of play mechanics similar to those of the first Bluth effort, Dragon's Lair. As Space Ace, you must defend the Earth against the wrath of Commander Borf and his Infanto Ray. This devious weapon has the ability to render humans harmless by reducing them to crying babies. In addition, you have to save your girlfriend, Kimmy, from Borf's clutches and stay one step ahead of the Infanto Ray yourself. Sound easy?...maybe not. Space Ace will be arriving at retail outlets in the spring of this year.

-KIMMYYYYYY...

- Talko

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Virtua Racing™



One of the most eagerly anticipated games of '94, Virtua Racing, is approaching fast with a June release date. We got our hands on the import version to bring you this second preview, so here goes. I guess it is up to me, to convey to you, just how awesome this first DSP game is. First of all, the game itself is housed in a new, taller cartridge and comes in a new enhanced case...bonus! Sega's two part plan to run away as the undisputed champion of the gaming world has begun! The new DSP upgrade and the Super 32X (Mars) are both nearly within our grasp. This seemingly impossible arcade translation comes amazingly close to the real thing, more so than I ever imagined. A certain friend of mine at Sega has doubts as to whether or not Virtua will achieve big numbers in the marketplace, due to its higher price tag. In my opinion, this one game is worth the price of any two. Therefore, it should achieve blockbuster status. Gaming enthusiasts will flock to V.R.. This is the game that brought so many of us back to the arcades and that feeling has been translated to the Genesis perfectly. Many marketing people refuse to believe that people will spend more, even if they are assured to get more, as is the case with Virtua and all of the DSP games that will follow. Believe me, with V. R., you get a lot more! Here's your chance to show the decision makers that you want 24 meg games and more DSP games. If Virtua does well, more will follow. If it does not, fewer high meg and DSP games will surface. The accompanying layout covers bits of the Beginner and Medium tracks, as well as the replay and two player modes. Next month, when we review Virtua for the US release, we'll show you much more, along with some killer sequences. For now, let me just say that this puppy can move some major polygons...fast! And, it sounds as good as it looks. I'll see you right here next month with lots more V.R.. - *E Storm*





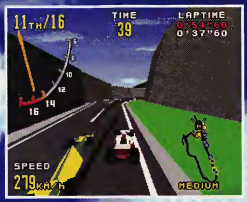






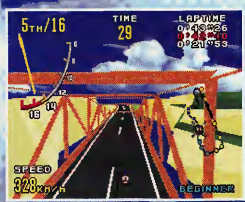


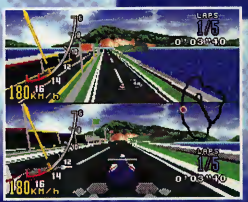

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MEDIUM


16TH/16
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16TH/16
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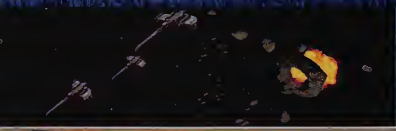

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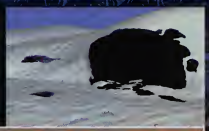

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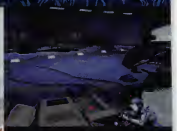
REPLAY!!


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3TH/16
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5TH/16
REPLAY
6TH/16









REBEL ASSAULT

One of the most eagerly anticipated Sega CD titles is approaching fast, Rebel Assault from JVC. Now, this popular PC title will attempt to dazzle Sega users everywhere. Is the Sega CD up to the task? Rebel Assault features a mixture of full motion video and first person and overhead shooting sequences and, is one of the more unique Sega CD titles to date.

The game features several different types of play mechanics, including; Third person flight and bombing controls, first person flight controls, and third person shooting. The missions vaguely follow the movie and each one offers a unique challenge. These screens should give you a fair idea of what to expect, stay tuned for a full review next month. - *Mr. Goo*

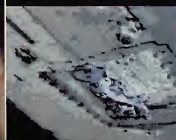


















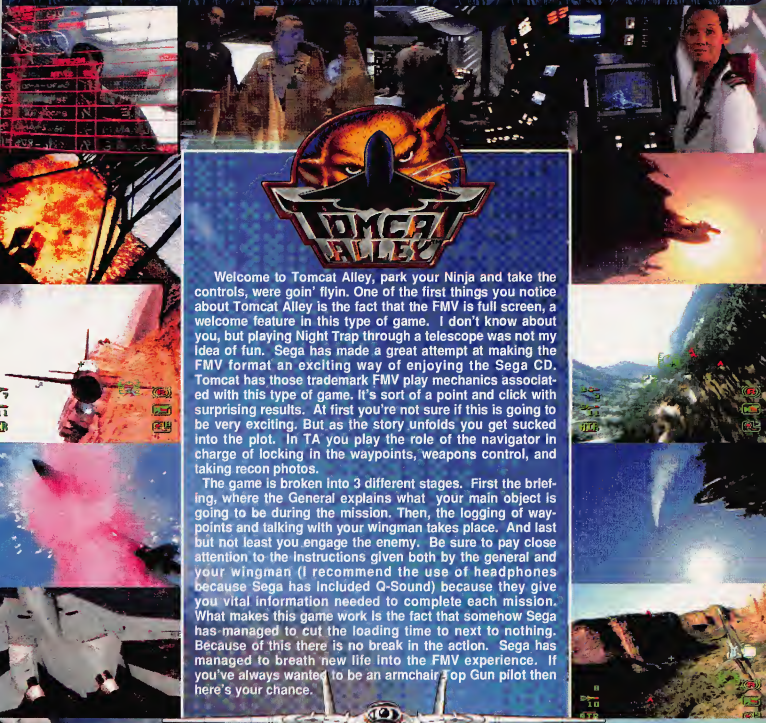












Welcome to Tomcat Alley, park your Ninja and take the controls, were goin' flyin. One of the first things you notice about Tomcat Alley is the fact that the FMV is full screen, a welcome feature in this type of game. I don't know about you, but playing Night Trap through a telescope was not my idea of fun. Sega has made a great attempt at making the FMV format an exciting way of enjoying the Sega CD. Tomcat has those trademark FMV play mechanics associated with this type of game. It's sort of a point and click with surprising results. At first you're not sure if this is going to be very exciting. But as the story unfolds you get sucked into the plot. In TA you play the role of the navigator in charge of locking in the waypoints, weapons control, and taking recon photos.

The game is broken into 3 different stages. First the briefing, where the General explains what your main object is going to be during the mission. Then, the logging of waypoints and talking with your wingman takes place. And last but not least you engage the enemy. Be sure to pay close attention to the instructions given both by the general and your wingman (I recommend the use of headphones because Sega has included Q-Sound) because they give you vital information needed to complete each mission. What makes this game work is the fact that somehow Sega has managed to cut the loading time to next to nothing. Because of this there is no break in the action. Sega has managed to breath new life into the FMV experience. If you've always wanted to be an armchair Top Gun pilot then here's your chance.



E Storm's Import Update





DYNAMITE HEADDY

Treasure is back at work. Riding high on the success of their first title, Gunstar Heroes, they are now working on two new projects. One for the Super 32X and their third Genesis effort, Dynamite Headdy. As you can see, this cool little character can really use his head! Headdy can launch his head in eight different directions! This game has 'master-piece' written all over it!! Headdy has sixteen different heads to use during the game. The Iron Head smashes big blocks, with the Hokey Head Headdy shoots stars from his nostrils, the Phantom Air Head makes Headdy transparent, with the Re-climber Head Headdy can throw his spiked head into a wall and his body will follow, the Sexy Bomber Head has a fuse and blows away approaching enemies, the Barbecue Head shoots stars eight ways, the Triple Cannon Head shoots three ramming heads, the Angel Ring Head gives Headdy a protective force field, the Overdrive Head speeds Headdy up, the Stop the World Head freezes everything on screen, and the Goodnight baby head restores Headdy's life force. That's what we know so far. The bad guy in Dynamite Headdy is King Dark Demon, he used to be a good guy but now he's trying to take over the imaginary world that he once ruled. The play mechanics in Headdy are nothing short of brilliant! Anywhere your head goes your body follows! I cannot wait for this game! If we're lucky it will show up here first like Gunstar did. Keep your fingers and toes crossed!





















MONSTER WORLD MW IV

E Storm's Import Update



Any fan of the Action/RPG category is surely familiar with the Monster World series. Especially since the last installment, on the Genesis, was such a great game. Time after time, this title never fails to impress, with amazing detail, great artwork, and engulfing gameplay. Monster World 4 promises to be the best one yet with an Arabian setting and a whole new set of play mechanics, including; up, down, regular, and blocking moves. Our hero, Asha also has a little friend "Pepe' Logu" whom she can use to float with or for special attacks. MW4 is out now in Japan but no US date has been announced, I'll have a full review (of the import version) next issue.







Laguna Senti

Laguna Senti isn't even out yet and it's already creating excitement among our readers. I've already received a ton of letters asking about it. It seems that people are drawn to it because of its Zelda like design. The fact that it is being programmed by the masters at Gau shouldn't hurt either. We shouldn't have to worry about an American release on this one either, as both Sega and other third parties have already expressed interest in the project. Laguna Senti is scheduled for a June release in Japan but while Kei's over there he'll try to secure a copy for a preview next month. If Ex-Ranza is any indication this game should be a huge winner. No word on the story line yet, but I'll be back with lots more info on Laguna Senti next month.



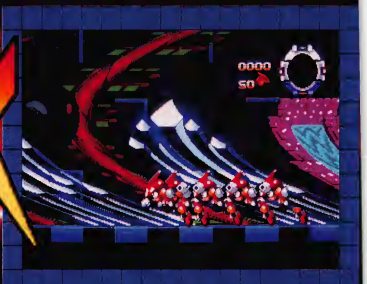








SPARK



In my most recent search for what is and what is not exclusive to Japan, I found out some interesting news. Sega of America has looked at and passed on Spark. This means the game is up for grabs as far as US distribution goes, or in a worst case scenario, may not come out here at all-although I doubt that will happen. Kei Kuboki, our International Editor who is currently in Japan, got a look at the game and says it looks awesome. Graphically, Spark is reminiscent of another import that never made its way stateside, Magical Troll. I still believe that, if that game was released today, it could find an audience, as I'm sure Spark can and will. The release date for Spark in Japan is set for this May. I'll try to get my hands on it before then so we can review it and, hopefully, marry it to a wise US third party company. Until then, here's some more shots to tide you over. Sure looks good to me!

-E Storm





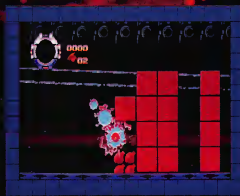














Look Your Enemy Straight In His Eye

The Pirates of Dark Water™

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SUNSOFT™



E Storm's Import Update



HEAVENLY SYMPHONY

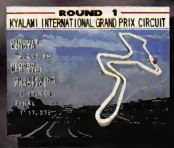


Next month Heavenly Symphony will finally arrive, finished, done. What should be the best F-1 driving game ever created will go through rigorous testing by the staff at GameFan. The Full Motion Video you see is actual footage from Fuji TV. The game features actual tracks, drivers, teams, and sponsors. Someone spent a ton of money to make this happen. The tracks in Heavenly are not at all linear. They feature all the ups and downs of real racing, if you know what I mean. From the music, to the graphics, to the realistic feeling of racing (like an improved drivers perspective), nothing has been spared to make this thee driving game for the F-1 racing enthusiast. Heavenly Symphony is scheduled to appear here in the States later this year, but until then, I'll be feeding my Wonder Mega daily. See you next month, at the races.





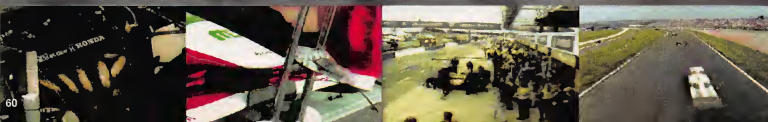












PRETTY COOL FOR A GUY NAMED DEXTER!



Life as a space hero can be pretty miserable sometimes. Like now, for instance. The evil Commander Borf has blasted you with his Infanto Ray and turned you into a little kid, captured your gal, Kimmy, and is threatening to conquer the Earth. On top of all that, your name is Dexter.



Your mission? Rescue the girl, save the world, run the bad guy out of the galaxy, and regain your manhood (not necessarily in that order)!







Now all the extraterrestrial action of the smash-hit arcade game comes to your Super NES® with 14 wacky and challenging levels of intergalactic mayhem! Over 50 video sequences from the original game put <u>you</u> in the action!!





ABSOLUTE™

SUPER NINTENDO ENTERTAINMENT SYSTEM

empire SOFTWARE

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WE OWN THE STREETS THIS SUMMER.

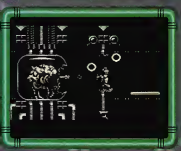
GENESIS

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

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SUPER METROID









I first battled the Metroids on planet Zebes. It was there that I foiled the plans of the space pirate leader, Mother Brain, to use the creatures to attack galactic civilization...I next fought the Metroids on their home world, AR388. I completely eradicated them, except for a larva which, after watching, followed me like a confused child. I personally delivered it to the Galactic Research Station at Series so scientists could study its energy producing qualities. The scientists findings were astounding! They discovered that the powers of the Metroids might be harnessed for the good of civilization. Satisfied that all was well, I left the station to seek a new bounty to hunt. But, I had hardly gone beyond the asteroid belt when I picked up a distress signal. Zebes Station was under attack....







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There comes a time in every serious gamers life when all priorities and responsibilities must go out the window. When you know that you've got a game so special, that you absolutely must lock yourself away until the final goal is achieved. Buy a big lock, Metroid is here. To say the fifteen hours I spent with Samus was fun would be a gross understatement. To say they were fifteen of the best hours I have ever had with a game, would be much more accurate. Once in awhile, Nintendo shows their magic. That unique and unmistakable quality to suck you in. Your mind, your emotions and your frustrations. Metroid will own them all for a fraction of your life, as did Mario World, Starfox and countless other great NES games. This April, clear your calendar to spend a couple of days with Metroid. It's an experience. Without giving away too much, my advice to you would be to leave no room without first using every item in your inventory and exploring it thoroughly. First, by rolling and laying bombs to uncover any hidden paths, and later, by using your X-Ray beam to reveal even more secrets. The game is full of them. You can easily spend four or five hours simply looking for an item. But the music is so good and the control is so smooth that you won't care. You're locked in, and if you're not careful, the sun will come up to greet you a couple of times before you put the controller down. It was hard for me to tear myself away to tinkle, that's how involved I was. And I play games every day for at least eight hours. I'm not going to say; "it's too bad that more games of this caliber don't come out every year" because that would be unrealistic. They can't. Few people care about us enough to take the time that a game of this magnitude takes to create. Nintendo still does and I respect them for that. If a game like Metroid didn't come my way a couple of times a year, I might not be doing this much longer. But, as long as they do, I'll be here. You can have all your big licenses, all of your one on one fighters and you can give me full motion video the likes of Ghandi. I'll take a game like this any day. I'd like to sit down with some of the powers that be and ask them why they'd rather pay millions for a movie license, and then cheap us with a nice box and a crappy game, when they could give that money to some talented developers and create art instead of repetitious drool. The way this industry is going, we sure could use more games like this. Or, should I say experiences like this. Because I believe a video game should be an experience, not a way to simply pass the time. I could go more in to detail, trying to describe Metroid for you, but I won't. You need to experience this game for yourself. It may be a couple more years before we talk about Metroid again and, then, it will undoubtedly be on Project Reality. I will begin looking forward to that when the time comes. But, for now, I'm going to go through the whole thing again. I hear that if you beat the game and find every item, you get a different ending (as if the one I just saw wasn't the best I have ever seen). Hold on Samus, I'll be right there.

-Storm out



DEJA VU?



Brinstar

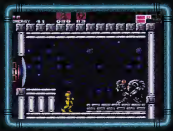
ITEMS:
BOMBS_
CHARGE BEAM_
SPAZER GUN_
VARIA SUIT_



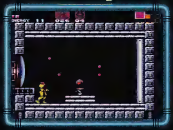
BOMBS_



CHARGE BEAM_



SPAZER GUN_

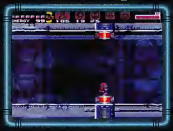


VARIA SUIT_





YOU COULD LEARN SOMETHING FROM THIS GUY_






















ENERGY 07
025
05






MARIDIA
EXIT
SAMUS


USE YOUR SCREW ATTACK TO
REACH THIS PLATEAU







Maridia

ITEMS:
SPRING BALL_
SPACE JUMP_
PLASMA BEAM_

Don't kill this guy and he'll clear the way!



PLASMA BEAM_



SPACE JUMP_



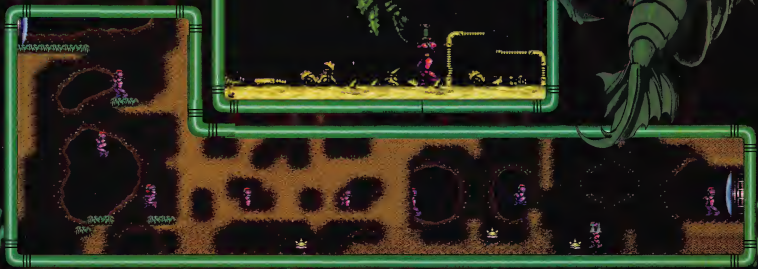
SPRING BALL_









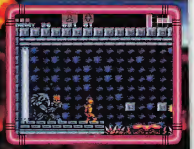




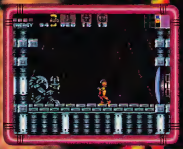
SPEED BOOSTER_



ICE BEAM_



POWER BOMBS_



GRAPPLING HOOK



X-RAY VISION_



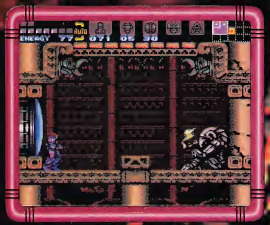
HI-JUMP BOOTS_



WAVE BEAM_







FINALLY! THE SCREW ATTACK



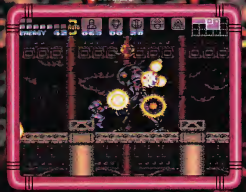




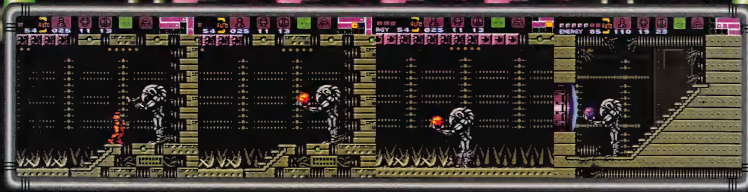
FRIED!



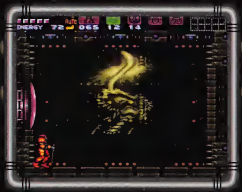


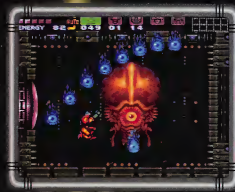



Norfair
ITEMS:
SPEED BOOSTER_
ICE BEAM_
POWER BOMBS_
X-RAY VISION_
HI-JUMP BOOTS_
WAVE BEAM_
SCREW ATTACK_
NORFAIR
SAMUS
SEE THAT OPENING ON THE LEFT?
ENERGY 22
035
05



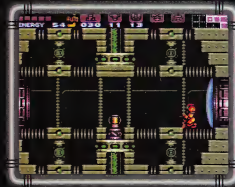












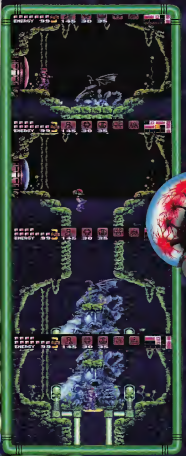
GRAVITY SUIT



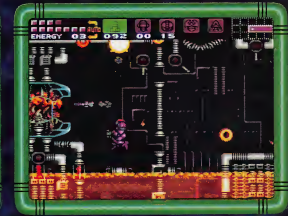




Welcome to Tourian...

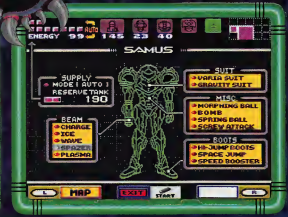








NEXT MONTH... THE END??







SNES · SEIKA · 8MEG · RACING · 2 PLAYER · AVAILABLE JUNE



Freeway FlyBoys

It's been awhile...a long while, since F-Zero had me leaning into turns and rockin' out to a Mode-7 racer. After more than two years without a similar experience, I was beginning to lose hope. With no F-Zero sequel in sight, would I have to be content with only one true Mode-7 thriller? Enter Freeway Flyboys...Freeway Flyboys? What a goofy title, I thought. Could this game be any good? So, I slapped it in the ol' purple box...whoa, yah!...it's good, it's really good! Freeway Flyboys takes the F-Zero theme and improves on it by not only zipping into the screen, but sideways and right at you! It's like F-Zero in a pinball machine, with more jumps, more color and (if you can believe it) even better music! The similarities don't end with F-Zero either. Throw in the best of Mario Cart as well and you've got yourself one great SNES game! Choose from; Eo, the robot (my favorite character), Love, the fair maiden, Baribroon, a skeletal lookin' ghoul, Flyhigh, a vampire or Jet, a seafaring racer. Then it's time to take place in either the Wonder Cup, the Ultra Cup, or the grand finale, Miracle Cup. Each Cup consists of five different tracks, all with totally different characteristics such as; water, volcanic soil, air, fire ice or even a pinball surface. The detail in the Mode-7 is unparalleled and the color is fantastic. Objects on the surface are constantly color cycling as your little car flies by. It's awesome. This is the best use of Mode-7 I have ever seen. Now that Seika has introduced Meldac's first Mode-7 game, maybe, if we're lucky, they'll consider releasing their first, which was equally stunning; The King of Rally. Either way, if you're a racing fan, or if you're just in to having a lot of fun, make sure not to miss Freeway Flyboys, it's a great game. - *E. StorM*





Wonder Cup











Ultra Cup











Miracle Cup













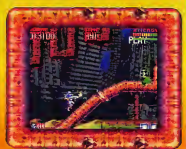










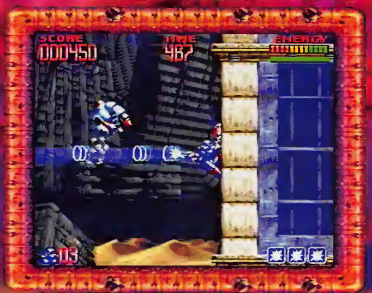












Quick! name the 4 meg, run, jump and shoot game that was a sleeper hit on the SNES last year. Can't think of it? Well the name of the game was Super Turrican, and it did indeed develop quite a following among the die hard gamers. In fact, ST became one of the new benchmarks for the phrase "sleeper hit". Admit it, knowing that this was only a 4 meg game, and knowing how sad the first Genesis Turrican was, nobody expected the SNES game to be halfway decent, let alone a hit. But a hit it was, and we wanted more...a sequel even. Well, since Seika is in the business of making money (as are all other software companies), they are more than happy to bring us Super





Turrican 2: especially when just the name alone will create an instant following. Although we received just a quick peek at an early version of the new 12 meg sequel, the game looked freakin' awesome. One thing that stood out about this game in my mind was its diverse play mechanics. Of course, there is the basic run and jump found in all Turrican games, but this game provides so much more. You can roam around in your futuristic dune buggy and swing from (or attach yourself to) objects with your grappling hook. But the most notable new feature in my mind are the 3D levels. They are totally cool and totally unexpected. The graphics are beautiful and excellent Mode 7 effects are used throughout. This title takes little bits and pieces from other great games (Metroid, Bionic Commando, Contra 3 and Lawnmower man come to mind) and roles them into one. We can't comment on the music because there was none to be found on the EPROM, but you can see how rad the graphics are. So, I imagine the tunes will follow suit. We'll have much more on Super Turrican 2 as it develops. Stay tuned. - *K. Lee*

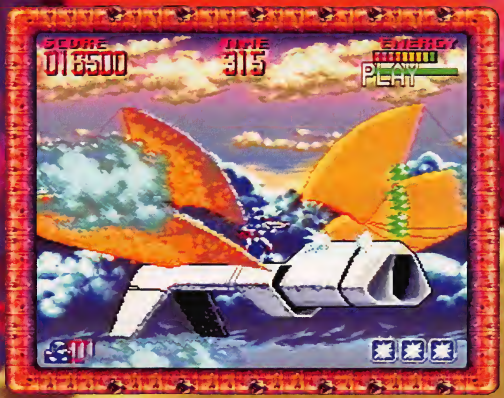


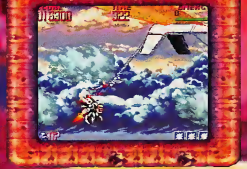














AERO 2

THE ACRO-













The bat is back! Not only is he back, but he's looking better than ever. So, you thought Aladdin had great animation? Wait 'til you get a load of Aero 2! Here are a few early shots. Unfortunately, you can't see the incredible animation by looking at these stills but, believe me, it is very impressive, as are the new moves and overall layout of the game. I've only seen bits and pieces of this sequel but, I can assure you, Aero will be around for this years awards ceremonies. Stay tuned to GamePro for up to the minute coverage. Aero 2 is set for a Sept./Oct. release on both the SNES and Genesis. I wonder if he knows the way to Mars? Maybe Dave S. can give him directions! *–Storm out*







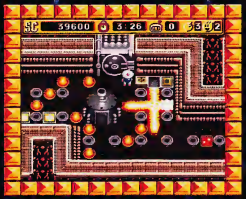


SUPER BOMBERMAN 2



Of all the multi-player puzzle games available today, Bomberman must be considered near the top of the list. Before I go any further into this SNES preview, I must tell you that I am a HUGE fan of Bomberman (in fact, I actually am Bomberman). I first played this game in the arcade. The coin-op was called Atomic Punk and once I played it, I got hooked. From Bomberman on the NES to Bomberman on the Turbo to Super Bomberman on the SNES last year, I played them one...I played them all (by the way, did I mention that I am Bomberman?). The long term success of this game is somewhat of a mystery to many people because; 1. The graphics do indeed have an 8-bit look to them, 2. The dinky music can get highly annoying to some gamers and 3. There are no cool special FX to be found in this game whatsoever. The one thing that all Bomberman games can provide to all gamers, novice or expert, is pure addictive fun. Where does that take us? I'm so glad I asked myself that, because it brings us to 1994 and the Game Fan preview of...SUPER BOMBERMAN II (are those cricketts I hear?...nah, it must be the wax)! So what's specifically new about Bomberman? Well, you're just gonna have to wait for the Game Fan review, aren't you? Until then, there's just one thing that I think that you should keep in mind...I AM BOMBERMAN

- K.LEE

















SNES · B.P.S. · 8MEG · ACTION/RPG · 1 PLAYER · AVAILABLE JUNE

THE TWISTED TALES OF SPIKE MCFANG

Spike McFang, a promising young sharp-tooth, is a Junior Magician/Vampire from the Kingdom of Vladamasco. One day, while undergoing some rigorous training, Spike learns that his father Dracuman, has been kidnapped by the evil Von Hesler. Now that both of Von Hesler's enemies are locked up, Dracuman and Vampra, he can rule the islands, unless... Yes, brave but untested, Spike must now set out to defeat this evil foe, once and for all.

Set up similar to, but not exactly like Zelda, you must guide Spike through three islands and eleven areas. Our initial response to this game is. although it is on the cute side, the graphics, music and playability are all top notch. Since there are no similar games in this excellent category currently available, this seems like an adventure well worth taking. Spike attacks in two unique ways; either with a spinning cape or by throwing his hat. This takes practice (which is provided in the game) but once mastered, controlling Spike becomes second nature. The enemies and backgrounds in the game are drawn extremely well and layered scrolling (to detect height) is used throughout the adventure.

We'll play on and bring you a biting review on Spike McFang in an upcoming issue.

- Kid Fan

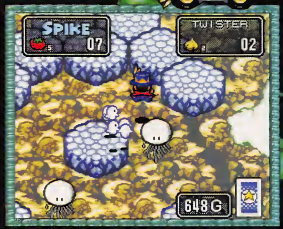








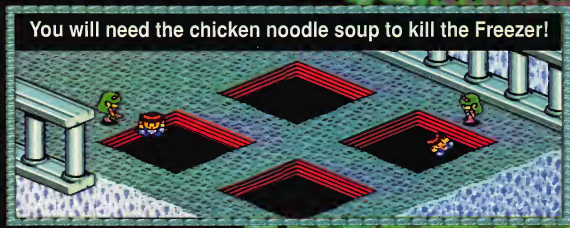


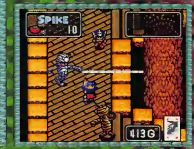












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It's fast. It's crazy. It's going to give you pinball elbow. You may be a pinball wizard, but are you sharp enough for Arrow Roll-Overs? Can you shoot the Sun-Run without getting burned? Can you make it to Midnight for 5 million points? Can you go for the tilt feature and still keep your equilibrium? Pin yourself to the screen and go for the big score.





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SNES • CAPCOM • 24MEG • WRESTLING • 1-4 PLAYER • AVAILABLE MAY








SATURDAY NIGHT SLAM MASTERS



Saturday Night Slam Masters is one of the best coin-op wrestling games seen in years. Overnight, it rocketed into the arcade top 10 earnings list. It was obvious that Capcom had another great game on their hands, but could they duplicate their success with a SNES version of Slam Masters? I can't answer that question but, what I can say is this. SNSM is a very good game and an excellent arcade translation. So, given that it has little competition, I don't see why it shouldn't be a success. One of the most impressive things about Slam Masters are the graphics. I didn't expect the visuals to be a pixel for pixel carbon copy of the arcade game(after all, coin-op upright costs thousands of dollars) but the programmers at Capcom did a great job. Given that this is a 24 meg game, you expect to hear quality sound FX and music and again Capcom did not disappoint. The arcade tunes are all intact and the sound FX do a good job of bringing the arcade feeling home. All the characters are very colorful and highly detailed plus, everything is animated well. There are two game modes to select from: Single Match or Team Battle Royal. In the single match mode, you can play either a one player match against the computer or a tag team two player match. In the team battle royal mode, you can more than just 2 players in the ring at once. With a multiplayer adapter, you can play up to 4 players simultaneously. You have an 8 star difficulty select ala SF2 and you also get to choose your button configuration and time limit. SNSM has your basic grabs, pins, chair smashing over heads, bouncing off ropes and corner post climbs, plus, all 8 characters have a special attack and, a super slam technique. What I like most about SNSM is that it's the type of game that you're going to have fun with even if you're not thea big fan of wrestling games. And isn't fun the reason we all started playing games to begin with? - *K.LEE*










PLAYED FIRST GAME OF EQUINOX.



AFTER YEARS OF PRACTICE, STILL TRYING TO CONQUER THE THIRD DUNGEON.



HAD TO SKIP GRADUATION CEREMONY, BUT FINALLY CONQUERED THE THIRD DUNGEON.



STILL LIVING AT HOME, NO JOB, NO FRIENDS, NEVER KISSED A GIRL, BUT FINALLY DEFEATED THE GREEN BLOBS IN THE FIFTH DUNGEON.



HAVING TROUBLE SEEING THE SCREEN, AND NEED TO TAKE NAPS BETWEEN DUNGEONS, BUT YOU CAN NOW GET TO THE SIXTH DUNGEON WITH EASE.



CAN'T SEE THE SCREEN, CAN'T HEAR THE SOUND EFFECTS, CAN'T WORK THE JOYSTICK AND HAVING CHEST PAINS AT THE THOUGHT OF THE EVIL EMPRESS. FEELING THE END IS NEAR, YOU VOW TO SOMEDAY COMPLETE YOUR QUEST AS YOU BEQUEATH YOUR JOYSTICK TO YOUR GRANDSON.



WELCOME TO THE 7 DUNGEONS OF GALENDORIA, AN UNDERGROUND WORLD FULL OF GHOSTS, BATS, BLOBS, AND EVIL WOMEN. THEY ALL WANT TO KILL YOU, BUT DON'T TAKE IT PERSONALLY.



YOUR JOURNEY TO RESCUE SHADAX WILL SPAN OVER 450 SECRET CHAMBERS. WITHOUT YOUR MAGIC DAGGER, IT WILL SPAN ABOUT TWO SECRET CHAMBERS.



AFTER A LONG, BLOODY BATTLE WITH BOSS CHARACTER SUNG SUNG, YOU'VE EARNED A STRING FOR GLENDALF'S HARP. IT'S A SMALL REWARD, BUT AT LEAST YOU'RE NOT DEAD.



YOU'VE SURVIVED TO GO BATTLE WITH SONIA, THE EVIL EMPRESS. NOTHING CAN STOP YOU NOW, EXCEPT THE GIANT BLOOD-SUCKING BAT THAT WANTS TO GNAW ON YOUR NECK. GOOD LUCK.



(sure, it's just a game.) SONY IMAGESOFT

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Disney's Beauty and the Beast

Back in 1991, Disney introduced their successful animated film based on the classic tale; Beauty and the Beast. Now in '94, Hudson Soft is trying to capture that same magic with an 8 meg SNES version of Beauty and the Beast. One of the things that made the animated movie such an instant hit was the incredible artwork. Now, while the SNES game is no match for the movie (after all, this is only a 16-bit video game), the programmers at Hudson Soft have done a solid job with this game. The backgrounds are very colorful and highly detailed and the sequence of levels generally follows the flow of the movie. Hudson Soft also did a solid job with the animation of the beast. He moves smoothly and has the right look for this style of game. Just as impressive as the graphics and animation are the sound FX and, in particular, the music. There was a time when music was considered to be just an afterthought when it came to video games. It now seems as if more and more developers are paying attention to this important aspect of game design. An important aspect of GameFan article design is to include the originality, control and play mechanics of the game that is being reviewed. But alas, this is only a preview of Beauty and the Beast, so going into further detail would be superfluous. We will save the "in depth" for a future issue. - K.LEE



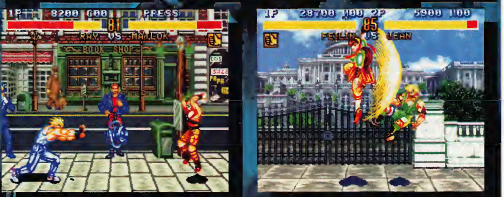




E Storm's
IMPORT UPDATE







Data East's Fighters History Avail. Summer (20Meg)



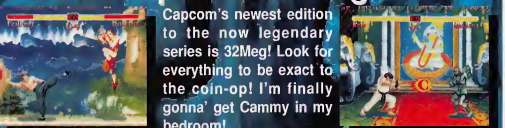
Takara's Samurai Shodown Avail. Sept. (32Meg!)



Konami's Parodius 2. Coming this summer to the Super Famicom!

Super Is Coming!

Capcom's newest edition to the now legendary series is 32Meg! Look for everything to be exact to the coin-op! I'm finally gonna' get Cammy in my bedroom!





HAD TO MISS YOUR GRANDFATHER'S FUNERAL, BUT YOU FINALLY CONQUERED THE EVIL EMPRESS.

HE WOULD HAVE WANTED IT THAT WAY.





SONIC BLAST MAN II



















In a market that is overly saturated with run of the mill punch and kick games, a game like Sonic Blastman 2 may be frowned on by many. Fortunately for Taito, however, the first Sonic Blastman was successful as it was a pretty solid game. Blastman 2 is more of the same with some added goodies. I'm not going to go in to any major specifics right now, as this is only a preview. But I can say that I was fairly impressed with this new sequel. One of the major differences between part 1 and 2 is that you now have three characters to choose from, each with many different methods of attack. The addition of the extra characters is well received





SUPER FAMICOM · TAITO · 16MEG · ACTION · 2 PLAYER · AVAILABLE NOW JAPAN







because it adds the possibility of two player simultaneous action (a bonus for those of us who like to have all night gaming marathons among friends). Well, enjoy the pix and be sure to look for more on Sonic Blastman 2 in the next issue. - *Joe D*













SNES · VIRGIN · 16MEG · FIGHTING · 2 PLAYER · TBA

DRAGON

One of the more promising fighting games we've seen in some time is Virgin Interactive's Dragon. Due out this summer for the SNES, this 16-meg fighter features some very interesting (and very welcome) variations on the fighting game theme. One of the most interesting being the option of playing two on one, aka Fatal Fury for the NEO-GEO. Anyone who saw the excellent feature film will surely notice how the game reflects the feeling of the movie. The animation on Bruce is fantastic, but even more impressive are the awesome line scrolls that go way back into the background. Look for a ton more on Dragon in an upcoming issue.

- K.LEE









SNES · ELECTRO BRAIN · SFX · ACTION · 1 PLAYER · AVAILABLE SUMMER

VORTEX

The first Super FX game to be released by a Nintendo third party developer, Electro Brain's Vortex is finally within reach. Programmed by Argonaut and previously known as Citadel, Vortex shows off the polygon rendering capabilities of the Super FX chip. One of the cooler features of the game is the ability to morph smoothly into different vehicles and the non linear game play in Vortex is a welcome change of pace. Vortex is the first, of what will hopefully be, many more FX titles for the SNES from third party developers. Vortex will be showcased in it's final form at the June CES. We'll have in depth coverage shortly thereafter. - *K. LEE*









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The Jaguar 64-Bit System.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Cuz this is Jaguar.™ And this ain't no toy.

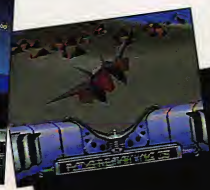
We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your way out. Not to mention the 17- button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.







"Game of the Month"
– Diehard Game Fan

The Galactic War Has Begun.

Do you know where your pods are?

CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

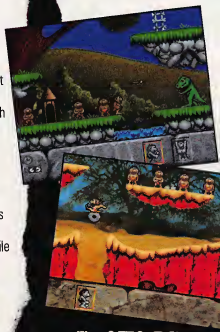
Fire Good. Losing Bad.

EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



ATARI
MADE IN THE USA

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"Perfect"
–Electronic Gaming Monthly

MILITANT ALIENS.

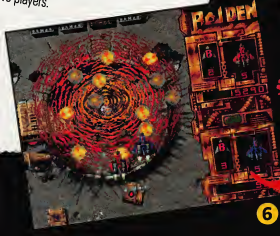
You can't live with 'em. You can't play without 'em.

RAIDEN®

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.



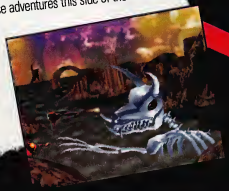
THE NAME IS MCFUR. TREVOR MCFUR.

TREVOR MCFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



JAGUAR™

6 4 - B I T GET BIT.

INTERACTIVE MULTIMEDIA SYSTEM

JAGUAR'S DOMAIN

Wolfenstein 3D

MK2, COULD IT BE TRUE?

Once again we have braved the skies between Ventura County and Sunnyvale to bring you the latest info. from Atari. This time out we stumbled across some great news and some great games. Lets start out with the great news. Item number one; There is a very good chance that on Mortal Monday, (this September) Mortal Kombat 2 will come out for the Jaguar, along with the SNES and Genesis versions. This version will be programmed by Bally themselves! If this happens, and it looks like it will, there is no doubt that with the current games slated for release along with MK2, the Jag will be a million seller. In other news, Jaleco has signed on and will be releasing two games this year, possibly Cisco Heat and Bases.










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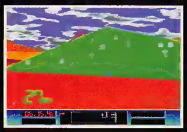
















Club Drive

AVP



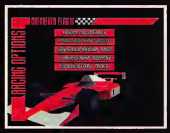






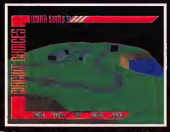
Loaded. According to Shinichi Ikawa, president of Jaleco USA, "Atari has developed the most advanced video game hardware available, but is coming into the market slowly. Jaleco will bring to Atari the kind of software experience and expertise that such a fine piece of hardware deserves". In addition to cartridge-based games, Jaleco plans to release CD-ROM games for the Jaguar shortly after Atari's add-on becomes available later this year. Still more news (am I Dan Rather or what), Tengen has signed on to develop, and you know what that means, Steel Talons, Stun-Runner etc...joy. Virgin is bringing out Demolition Man, Dragon, and Creature Shock, Eclipse is working on an awesome first person Battletech like shooter (in real time 3D) called 'Iron Soldier', Interplay may release Clayfighter (can you imagine?) along with Battle Chess, Trimark is bringing out White Men Can't Jump and perhaps Warlock, and Sculptured, JVC, and Imagineer are all close to signing. The third party list is at over 95 and growing! Holy consoles Batman, they're jammin'! In the near future; Club Drive, AVP, and Wolfenstein 3D (which is pictured here and moves brilliantly) are set for May, Checkered Flag (now called Red Line Racers) is set for June and Doom is set for July. After July all you know what breaks loose, as a flood of titles is bound to explode onto the scene. On a sadder note, Atari wasn't happy with Tiny Toons and is re-coding the whole game, so it won't come out until September. I know you're all frothing at the mouth, but be patient, the staff at Atari is very dedicated to this project and is being very picky about future releases. They may come slow at first, but when it comes, it's gonna' be awesome. See ya' next month. Oh ya, I almost forgot to mention, AVP is coming out on the Lynx simultaneously with the Jag version! For some truly brilliant new pic's of AVP check out Europa. - E Storm













Checkered Flag

ReadySoft Incorporated & Epicenter Interactive Present

DRAGON'S LAIR











This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.

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Clearly, something has startled Mr. Cow, And it ain't a pair of cold hands.



You got a village.

Farms. Huts. Knights. People to boss around. And a cow.

Life is good. But then you get these visitors. They're fat. They drool, burp, and smell like an outhouse. They come in hordes, eating your 3D texture-mapped huts, trees, women, children, and worst of all, your cow. You try to trash them







with your sword, but it ain't easy and their guts get all over you. Life starts to suck. You've met "The Horde", my friend. An original game with CD-quality live action video, digitized music and disgusting eating sounds. And a cast of actors who can actually act; like Kirk Cameron and Michael Gregory.





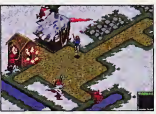
You build walls, moats, and death pits. And you hire an archer to help fend them off. Again the Horde attacks. You save the cow, but they eat your hut, your

THE HORDE™





corn crop, and that girl next door you had your eye on.



Now life really sucks. And it ain't about to get any easier. The evil Hordlings grow bigger, faster, even smarter. (And you haven't even met the Evil Chancellor yet.) Dear reader, we pray you're the sort who learns quickly. 'Cause this stuff's happening on 32 bits. Enjoy, my friend. And good luck.

IBM PC PC-CD & 3DO™

CRYSTAL DYNAMICS™



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THE HORDE



After all of the talk and all of the promise, Hollywood finally meets Silicon Valley in Crystal Dynamics' latest release for 3DO; The Horde. Starring Kirk Cameron as your alter ego, Chauncey and Michael Gregory as the evil High Chancellor, The Horde is the first true cinematic game to make its way to the video game world.



As previewed last month, Chauncey, a lowly servant raised by wild cows, saves the King's life and is rewarded with a deed to land in the Shimto Plains. It is Chauncey's job to make the community prosper by encouraging agricultural development and, in turn, rule over the area's expansion as people immigrate to his developing region. Sounds tough enough, right? Don't answer yet because included in Chauncey's responsibilities is the charge of protecting his thriving region from the insidious, the insatiable, the diabolical....HORDE!!! These red carnivores have a particular taste for crops, humans and their favorite taste treat; cattle.





The game finds you, as Chauncey, working to develop your land over a 4 to 6 year period in each of five different regions of the good King's realm. You have a limited supply of money and life points with which to develop your land and fight off the Horde. There are four seasons to each year and the Horde will attack during each season. Each of the five different regions have their own requirements for creating expansion. For example; in the desert region, you must irrigate the land in order for expansion and immigration to occur. This requires that you dig paths between existing waterways and/or create















lakes from ponds. As more water becomes available, crops start to grow and expand and more people begin to immigrate. This process is critical to your success in the game as you need to accumulate money to pay your taxes (due at the end of each year) and to buy items at the end-of-year shop that will help you in your quest to rid the realm of the Horde. The more crops, cattle and villagers that you are able to save during a Hordling attack, the more money that you will have access to through your ATM.

Although there isn't much variety in the action sequences of the Horde, what really makes this game fun to play is the planning, the strategy and, most of all, the sense of humor. You will find your self moving from year to year and region to region looking forward to the FMV sequences as they will have you howling with laughter and tears streaming down your face. This is a very unique game and one that 3DO owners will really want to have in their libraries. Although the game doesn't have the initial "WOW" factor of Crash & Burn or Total Eclipse, the quest, humor and depth of gameplay will keep players coming back.



One tip that I can give is to spend your money wisely. The three best purchases you can make are Knights, the Boots of Boogie and meat. If you have all three of these, you will be much better prepared to defend your land and you will lose fewer villagers. Toward the end of the game, this will become VERY critical at tax time. The meat is a biggie as it attracts the big, slow Hordlings that are sooo hard to kill. While they're feasting, you can Grimthwack away to your heart's content and the meat will also keep the big guys from chomping on your people.



I really enjoy the Horde. It's one of those games that quietly sneaks up on you and, before you know it, you're hooked! After playing through the game a few times, I still find myself coming back to it, just to see the great FMV comedy (there are many sequences in the game and I'm still finding new ones!). For 3DO gamers, life keeps getting better and the Horde is its newest piece of quality entertainment. - Talko











E. Storm's Import

3D ZONE





























Now here is a unique game in every sense of the word, Whacky Racers from Future Pirates Inc. Surprisingly, this is not a driving game. Here's how it breaks down. First, after watching the coolest intro. you've ever seen, you get to pick the two (out of ten) contestants that you think will win, and then place your bet. Now it's off to the Whacky Races, a perfectly rendered cartoon that is a sight to see. If one of your characters manages to cross the line in first place, you win! Every time you win you'll earn a driving card which allows you to go on an adventure with the Whacky racer that you won with. Although there's not much to control in this game, it's a gas to watch and interact with. As you can see, the graphics are phenomenal and Snidely Whiplash and Mutley have never been more evil. Since this game is in Japanese you may want to hope for a US version but, if you're the adventurous type, like me, you'll find this version very entertaining. There's something about watching these characters speak Japanese that had me rollin'. I hope these guys make the next one a real driver, but for now, this sure beats Putt Putt!

-E. Storm







NOW FIVE OF YOU CAN PLAY COLUMNS.

If you've ever played **Columns**, then you know it's as hard to put down as a box of chocolates. But up until now it's been a fairly private habit. Not anymore. We've made **Columns** a free-for-all for you and four of your closest friends. Of course, if you prefer those private moments, you can still go solo. In the meantime, we'll tell your buddies that **Columns III** plays for five.









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COMING SOON...



Seal of the Pharoah by ASK KODANSHA. 3D RPG • Available April



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Murder in Kyoto by Matsushita FMV/Mystery Available now



Takeru by Fun Project 3D Adventure Available April



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BRUTAL

Paws of Fury







SEGA CD

Unleashed!

Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things. Get your paws on this cool new Sega CD. It's so wild, it's Brutal.

GAMETEK

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ULTRAMAN





What do you get when you cross Art of Fighting with the Ultraman TV series? You get Ultraman Powered for the 3DO! Can it be true? a good fighting game on the 3DO? Yes, it is true my friends. Our prayers have been answered, Japan has taken an interest in the 3DO. Now we'll get the games! The two versions are 100% compatible!

This game is excellent! It incorporates moves from all the popular fighters and the Ultraman series on the Super Famicom. But this is the 3DO, there's so much more. In battle mode you first watch the accompanying movie, then fly in and blast your enemy in 3D, and then land for the final confrontation. In Vs. mode you go one on one in elimination rounds ala' SF2, or against a friend. In visual





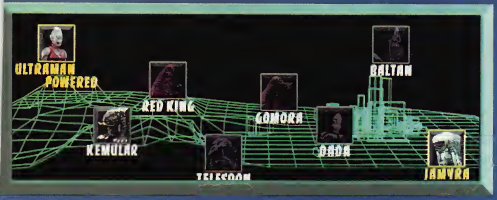
























mode you get a full motion intro. then you fight and then you get a full motion death scene. The game uses all five buttons and the control is excellent. Ultraman Powered is one of 5 initial offerings for the 3DO in Japan. If this is any indication, it's time to find a place that sells import 3DO games, the best is yet to come. I'll have an in depth move guide on Ultraman Powered next month.

-E Storm













HANDS ON PORTABLES

US GOLD • 4MEG • ACTION • 1 PLAYER • JUNE • HANDS ON HAIRY SAYS:

REVIEW COMMING SOON!





















The one color hand held that has always had good software support is Sega's Game Gear. Although the 8 bit format is getting a little old and the sound chip can drive your dog out of the house, the best software possible continues to come out. That's dedication. The Incredible Hulk, from US Gold is yet another quality 8 bit title. The Hulk himself is a huge and well detailed sprite that controls very well and the game itself is laid out similar to the awesome Genesis version. The color is also excellent, with great shading and detail. The only missing ingredient are the backgrounds which are limited to solid colors, other than that this is a class A Game Gear title. In fact, I never thought that 8 bit gaming would get this good. Still, I do think that it is time for hand held gaming to get with the nineties and go 16 bit. If the hand held market is strong enough to warrant massive support for this now ancient hardware, then I am sure Sega would be well served by upgrading their hand held. Take a look at the Mega Jet in Other stuff. Just add a screen... - *HOH*











INTRODUCING ESPN BASEBALL TONIGHT.

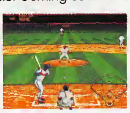
ESPN Baseball Tonight, the video game, has arrived, and it blows the other games right off the field. We started by filming real baseball players. Then we digitized them. The resulting animation is smoother than a well-oiled mitt. With unprecedented batter control, super responsive "touch," and Chris Berman in the booth, this is the most realistic baseball simulation ever.

So if you've been playing those other baseball games, put them away. You've had enough practice. (Now available for Sega Genesis. Coming soon for Super Nintendo and Sega CD.)

ESPN BASEBALL TONIGHT



Actual players filmed against blue screen for the most fluid player movement ever.



Unheard of bat control. Normal, high and low swings.



Chris Berman reports "live" from SportsCenter and Dan Patrick calls the play-by-play.

SONY IMAGESOFT

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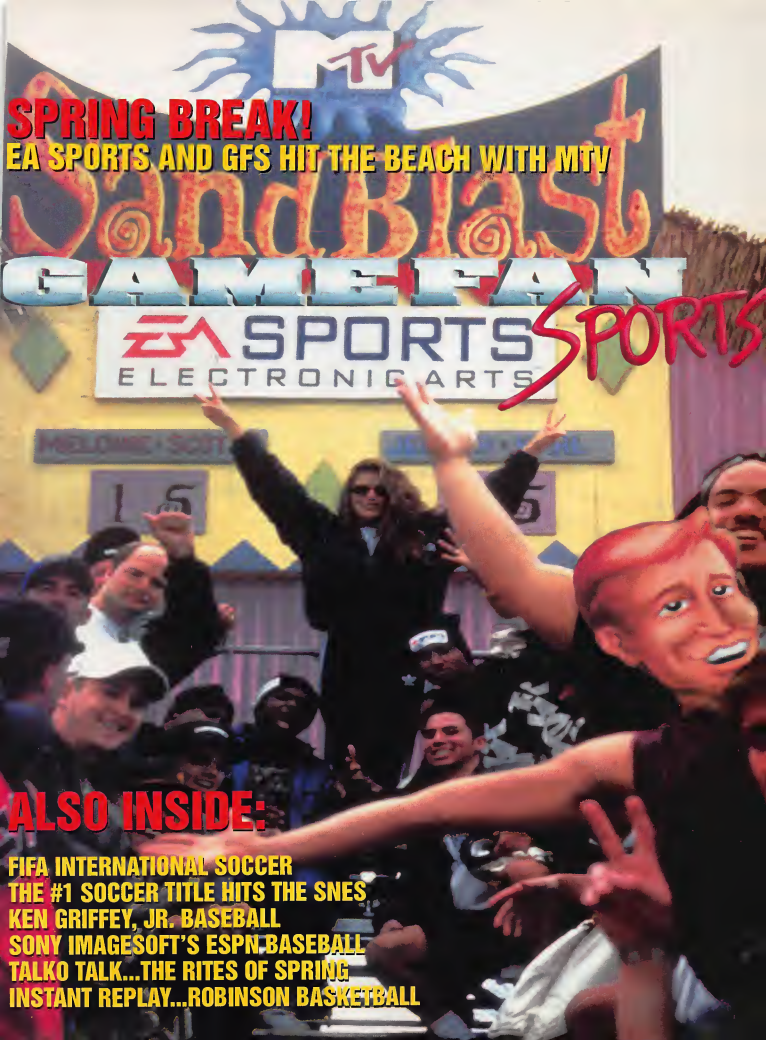




Drive it home.

AVAILABLE FOR SEGA GENESIS AND THE NINTENDO ENTERTAINMENT SYSTEMS

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MTV
SPRING BREAK!
EA SPORTS AND GFS HIT THE BEACH WITH MTV
SandBlast
GAMEFAN
EA SPORTS
ELECTRONIC ARTS
SPORTS
ALSO INSIDE:
FIFA INTERNATIONAL SOCCER
THE #1 SOCCER TITLE HITS THE SNES
KEN GRIFFEY, JR. BASEBALL
SONY IMAGESOFT'S ESPN BASEBALL
TALKO TALK...THE RITES OF SPRING
INSTANT REPLAY...ROBINSON BASKETBALL



TALKO TALK

Ahhh, spring...the sun, the fresh-cut grass, Dodger Dogs. It's that time of the year, when a young man's (well...sort of young, anyway) thoughts turn toward ditching work and heading toward Arizona. That's right folks, SPRING TRAINING! Spring Training is that special time of year (you can tell because all of the newspaper and magazine hacks start getting all drippy about the history of the game, the old pro giving it one more try, etc.) when past sins are forgiven and everything in the world of baseball seems right. How does the '94 season shape up for the first year of realignment? Well, Toronto still seems like a good bet to me in the American League and you've got to go with San Francisco or Atlanta in the National. It may just be me, but I am looking forward to this season more than any in recent memory. There's new life in Cleveland with their, recently completed, retro-ballpark, the White Sox look like they may have something more than Jordan up their sleeve and the Rangers may contend for the pennant for the first time in many moons (they also are moving into new, old fashioned digs). It almost seems like baseball is going through some sort of "Post Modern" movement. With sky-rocketing salaries, player and fan apathy and a continuing recession going against the grand ol' game, there seems to be an attitude of "what's old is new again". If you can't bring back Mantle, Ruth and Dimaggio, at least you can try and "dup" the more intimate feeling of the yards they once roamed. I'm all for it...I just wish the National League would wise up to the possibilities. I can't tell you how depressing it is to me to see a game televised from Riverfront or Three Rivers. These generic, multi-purpose, grass-less stadiums are a travesty and an insult to the game (this isn't a new stance for me, I've felt this way since I was a kid collecting baseball cards). In fact...they are much worse then all of the domes put together. At least the Sky Dome and "Homer Dome" have style. That's really the beauty of video game baseball. We can play anywhere we want, in any period of time that we desire...it's all available to us. How would the Babe fare at Camden Yards? No problemo! Through the world of electronic entertainment, we can travel through space and time and play out our dreams. With all of the advanced hardware coming to market, our dreams are closer to reality then you might have ever imagined possible. Play "World Series Baseball" for the Genesis and you'll see what I mean. With the next generation, our "Field of Dreams" is going to be played out in real time with everything but the smell of 'dogs' and beer...Enjoy the season! - *Talko*

FIFA SOCCER





Stop the presses! It's finally been done. After years of promises, high expectations, dozens of titles and ultra-hype associated with a new release, we at GameFan have finally played a sports game on the Super Nintendo that is more enjoyable to play than its Genesis counterpart! FIFA International Soccer, by EA Sports, is about to hit retail outlets around the country and you'll undoubtedly want to be a participant in the fervor that is FIFA and international soccer.

EA SPORTS
SOCCER
5 PLAYER
16 MEG
AVAIL. MAY

I was beginning to wonder if EA could get this cart. out in time for the upcoming World Cup. But the extra time spent in development has paid big gaming dividends! After having spent countless hours behind the controller of each version, I find myself coming back to the SNES version time after time. Sharper characters, crisper animation, astounding sound FX and relentless gameplay are the foundation of this great game. But what really holds this title together is the, oh so smooth, player control, and the general ease of play mechanics. With the Genesis version, I often find myself watching the action, rather than controlling it. On the other hand, the SNES version is total interaction. With the SNES game, the short, little guy with the big legs, that I maneuver, is at my complete command. Dribbling half the length of the field is an actuality (I can hear my ex-teammates now; "pass the ball!"), not the trillion to one chance that it is on the Genesis. Thanks, in part, to the SNES controller, some moves are infinitely easier to perform. How many times have you been able to throw a shoulder into your Genesis opponent (B + C)? It's as easy as tapping the 'Y' button on the SNES. The same rule applies for creating a "Give & Go" play. Also, one of the keys to easier











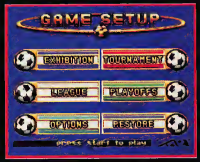


play mechanics is the simplicity of the Lob Pass-use this pass instead of the low line drive, as those are usually trapped or deflected by the defense. The Lob Pass almost always lands at the feet of your forwards and gives them the opportunity to be a step ahead for an open blast at the net (Is it the cleats?!)!

EA Sports gets big time kudos for taking a fantastic cart. and making it even better. All the options and selections found in the Genesis version-league play, tournament mode, playoffs, etc. are here. If they stopped with all of the above accouterments, FIFA would still be my favorite soccer title. But, fortunately for you and me, good enough wasn't. The SNES version is packed with even more depth. One of the features that got my immediate attention is the music that plays during the team selection and option setting screens. You can actually add to the rhythm of the music when you toggle between teams! For example, left-right movements get you a crashing cymbal, and up-down generates a kind of snare tap. The first time I booted up FIFA, I must have played around with this for 20 minutes. I still find myself doing this for a couple of minutes before each game. Along with the music, the sound FX make full usage of the SNES stereo capabilities. The crowd chants, as in the Genesis game, have to be heard to be fully comprehended. I sometimes get the feeling of being at Wembley Stadium! The overall sound structure in FIFA is as good as it gets.



As far as additional play enhancements are concerned, EA Sports included a power bar display that shows the strength of your kick/pass, dependent upon the length of time that you've been holding down the A/B button. I think that this is an added convenience because, in the Genesis game, you didn't immediately know how long "long enough" was. And, while waiting for that full blown, killer kick to occur, a defenseman would steal the ball away! The power bar is a terrific learning tool and it can be turned off on the options screen, once you have out-grown its usefulness. Other features include half-time statistics and the player of the game award or, in FIFA language, "The Man of The Match".



One of the variables that make FIFA a game that you want to play again and again is the handicapping ability. By starting out as one of the poorer teams (Canada, Japan), the challenge of beating the tougher teams will always be there. Or, at the very least, take a considerable amount of time to master. This isn't so in all sports games, as I have won the Stanley Cup with the Sharks and the NBA title with the Bullets. I find myself playing those games for the statistics, rather than the actual competition of the sport. And that's what it's all about, right? Right!



Our thanks to EA Sports for delivering the Super Nintendo tour-de-force that all of us sportsmen have been waiting for! Because FIFA International Soccer brings home superior graphics, sound and gameplay, all on the same cart., I award it a 92-highly commendable! Never before has such an entertaining, polished sports game been seen west of the Genesis. Let's hope that this is just the beginning of a superior SNES sports title wave! Now, get out there and start practicing because, according to the billboards around town, the World Cup is just around the corner and you better be ready! - *Dr. E*





Our thanks to EA Sports for delivering the Super Nintendo tour-de-force that all of us sportsmen have been waiting for! Because FIFA International Soccer brings home superior graphics, sound and gameplay, all on the same cart.

EA SPORTS AT THE BEACH WITH GAMEFAN AND MTV







Spike-O-Rama!

Daisy Fuentes, Red Johnny, and the RoundGuy.

Last month, the good folks at EA Sports and MTV invited Talko and the GameFan Sports crew down to Mission Bay in San Diego, CA to hang with them at Spring Break, and for the filming of MTV's newest show; Sand Blast! For those of you who haven't seen the program, it combines sports with sand and surf, mixed in with a little American Gladiators style action. The filming of this pilot is significant to sports gamers because of EA Sports' involvement as a corporate sponsor. Sports gaming is becoming big business and EA Sports is attempting to spread the word in ways that have never before been attempted in the gaming industry. With further mass market acceptance comes better games, and that's what we're all in this for. Anyway, it was a little cold at the beach, but a great time was had by all and the Spring Break crowd went away happy with EA Sports games, "skullies", sweatshirts, etc.-a great way to spend the day! Our thanks to EA Sports and MTV for allowing us to play hooky at the beach and for the GREAT peanut butter sandwiches. Who says publishing doesn't have any perks?









If you wish hard enough...



...good things will happen.

MAJOR LEAGUE BASEBALL PLAYERS

REAL PLAYERS

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ESPN BASEBALL

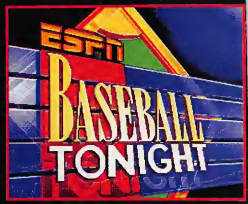
SONY
BASEBALL
2 PLAYER
8 MEG
AVAIL. JUNE

ESPN Baseball Tonight is finally arriving to retailer shelves near the end of May...was it worth the wait? You be the judge!

I have been following the development of this game for over one year. The game was developed for Sony Imagesoft by Park Place Productions, a company that is known for creating sports simulations. During the initial phases of product design, it was clear that the developers had something unique in the presentation of the game (similar to "Relief Pitcher", the Atari arcade game) and the high degree of realism in player animation. The game was originally scheduled for release in October of '93, but was delayed. This delay was, in theory anyway, the result of Sony's desire to deliver the best game of baseball on 16-bit. Close, but no banana...

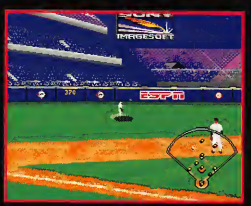
Except for correcting some logic inconsistencies and AI problems, ESPN remains essentially the same game I previewed last year. This wouldn't necessarily be a problem, but Sega raised the stakes with World Series Baseball and, because of that, ESPN's rough edges have become even more apparent. I basically like now what I liked then...excellent baseball physics, a good perspective on the game and great player animation. Unfortunately, I also don't like now what I didn't like then.

There is a generic feel to the game that is hard to ignore. ESPN has all of the major league teams, but they did not get an MLBPA license nor is there any season save or statistical tracking. The ESPN tie-in with Dan Patrick doing the "play-by-play" ("out", "safe", "strike one", etc., the usual stuff) and Chris Berman in the studio is nice. But, other than the ESPN theme music and their logo splashed on the home run fence, you don't ever get the feeling that ESPN was INVOLVED in this project. Speaking of logos, check out the "Little Caesar's" logo in left and right (Baseball, Baseball!). Even the ballpark is bland (except for the two HUGE Sony Imagesoft logos at the corners...geesh!). With such a great angle of view and knowing that they only had room for one stadium, you would think that they would have gone all out to create the video game equivalent of Fenway...just take a little care and creativity! Instead, it looks like the artists drew the left half of the stadium and then









Hit the cut-off man!



The suicide squeeze!



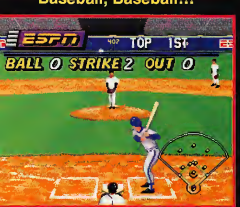
An infield single, just like Mike!



Drive it up the power alley!



Baseball, Baseball!!!



Swwwing batta!



We'll be back, back, back in a moment!



Looks like a pennant winner!

hit the 'mirror' function. WHAMO! instant baseball! It would have been great to play in the Home Run Derby, for example, and crack a few off of the Jumbotron...punching out a few lights in the process. Or, to bounce one off of the roof of that short porch in right. Alas, it was not to be.

For all of the good intentions, what we are left with is a decent, high scoring game of arcade baseball that, with the exception of the perspective and animation, breaks no new ground. There are just too many 'little' things wrong with the game that prevent it from occupying the rarefied air with Sega's title. For example; when you throw the ball into the infield from any of the outfield positions, the screen quickly shoots toward the base that you fired toward. Then, the ball slooowly creeps (off-screen) toward the intended bag. I'm sure this was done with the intent of focusing the player's attention on the action at the base. But the punch line is that you have no control over that action (once you've made the decision to run toward that base), so whether the play was close or not is really of no significance. Also, the catcher never gets out of his crouch position, even on plays at the plate and, on strikes and balls, you take control over the catcher and have to manually throw the ball back to the pitcher. This may seem like a minor point, but it can become irritating at times. In addition, the game doesn't give you a chance to react to home runs. Once the computer has determined that the ball is gone, your outfielders lock-up and you just watch the ball sail into the stands. It would have been nice to make a leaping attempt at a drive that just barely clears the fence.

On the positive side, ESPN's computer opponent does put up a great fight and the development team has done a better job of portraying the physical flight of a baseball better than any game to date, including World Series. Park Place and Sony have made a real attempt at making the game look realistic. And this is much appreciated by those of us who have played our fill of games with little, fat cartoon characters and 'dunga, dunga, dung' music. Another nice feature is the first and third base windows that are displayed on screen under your command. In comparing the good to the bad, ESPN Baseball Tonight is better than most but not good enough to stand at the summit with Sega Sports.

If I have to classify ESPN Baseball Tonight (I do), I would say that it is a game that begs for a sequel. More memory, a battery, MLBPA, multiple stadiums (real) and better pitching and hitting mechanics would make all of the difference between a decent game and a GREAT game. Stay tuned, I can feel ESPN Baseball 2 coming our way... - *Talko*



I basically like now what I liked then...excellent baseball physics, a good perspective on the game and great player animation. Unfortunately, I also don't like now what I didn't like then.

The only *real* game in town.









Play with real superstars. See their pictures and stats on-screen.













***RBI BASEBALL*, the hottest line of baseball games ever, is coming at you with its latest, greatest season — RBI '94!**

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- MLBPA licensed, which means over 800 real players from 28 real teams.
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- Uses the real '94 baseball schedule for a full 162-game season, playoffs and world championship.
- Showcases the new East-Central-West division structure starting this year.

It's not <u>real</u> unless it's RBI '94.

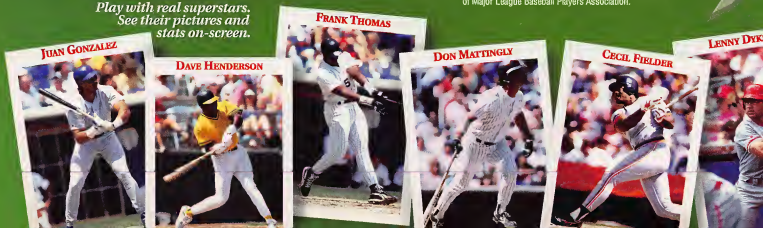
MAJOR LEAGUE BASEBALL PLAYERS

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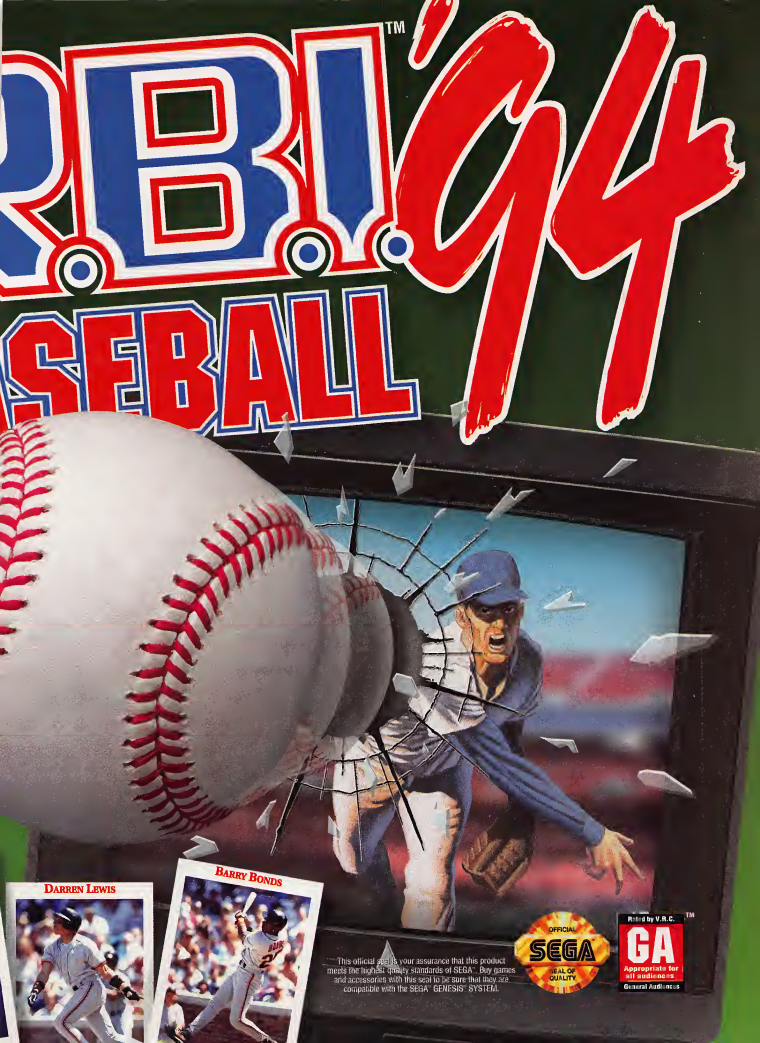
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R.B.I.™ '94

SEBALL



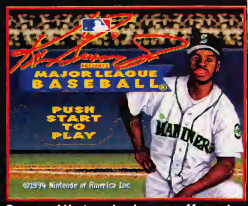
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KEN GRIFFEY, JR. BASEBALL

NINTENDO
BASEBALL
2 PLAYER
16 MEG
AVAIL. NOW

Nintendo of America has just released Ken Griffey, Jr. Presents Major League Baseball (say THAT three times fast!). GameFan Sports will have the full scoop and review on this great new title in our next issue, but we couldn't wait to give you a sneak peek at Nintendo's latest effort. Griffey Baseball features a Major League Baseball license with all of the real teams and stadiums. It allows you to play an exhibition game with one or two players, the All-Star game with a home run derby against Junior himself, and a full season mode and World Series mode for one player. Season progress and statistics are saved to battery backed-up RAM. The game does not have a license from the MLBPA, so your favorite players are not in the game. But Software Creations, the developer of Griffey Baseball, have managed to work around this limitation by providing a character generator; allowing you to alter the player names and save them to RAM.

Nintendo and Software Creations look to be going for the best of both worlds with this title. As a HUGE fan of SNK's "Baseball Stars 2" (arguably the best baseball game of all time, home or arcade), I have often wished that the game had the real teams, players and season play. With Griffey Baseball, Nintendo takes the look and feel of the SNK hit and transfers it to the 16-bit SNES. And adds to it all of the season play mentioned above. Although I have the finished version of the game in my hands, space limitations keep me from covering the title in-depth in this issue. Next month, we will be delving into the details of Griffey and will analyze the game both from arcade and simulation perspectives. With Griffey's main competition coming from EA Sports' MLBPA baseball and Tecmo's outstanding new baseball game, the fight for your SNES baseball dollar will be intense. The



Super Nintendo has suffered a lack of good baseball titles since the system's launch and, although there are many on the market, they are, for the most part, weak and definitely not in the class of the three mentioned here. We will try to take a look at all three games next month and tell you who is the new ruler of the SNES baseball world. Until then, I'm going to go knock a few out of Camden...
Talko



Goin' DOWNtown!



Junior takes his rips!



Nothing but air!



The friendly confines of Wrigley.



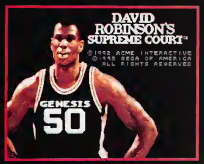
Sit down!



Skydome's left field corner.

INSTANT REPLAY

SUPREME COURT



SEGA
BASKETBALL
2 PLAYER
4 MEG
AVAIL. NOW

This month in Instant Replay we take a look at the father of NBA Action, David Robinson's Supreme Court. Not many people know this, but the design of this game was strictly based on an old Amiga game by Cinemaware (now defunct); TV Sports Basketball (this title also appeared on the Turbo 16). Player fatigue and substitution logic and design were ported directly from the Amiga game with the developer, Malibu Interactive, creating a unique 3/4 view of the action. Although lacking in any simulation qualities, the game more than made up for it in outstanding gameplay (for the time) and high scoring, up and down action that was tailor made for two player gaming. The game also has some historical significance and games like NBA Jam owe a lot to the creative design of the Robinson game. Robinson was one of the first games to make use of digitized footage for player animation and it pioneered a great role playing feature that allowed the player to go through the game as one of the on-court dribblers. Also, it was the first game to focus on the dunk as an "in your face" feature and the designers created many different types of dunks that corresponded to your place on the court. All of these features added up to a game that was (and is) just a blast to play.





E. Storm and I had some incredible battles with Robinson, going back and forth, shooting lights out until that final buzzer-beater by "All-Night" (I've scored over 100 points in a game with this net-shredder)...CORD! The challenge in Robinson was to play through the four teams that comprised the Supreme Court tournament and, if lucky, face the Admiral himself (and his swabbies!). I thought that, after playing countless hours of NBA Action, Robinson would fade away in my memory, like Pat Riley before it, into the land of last generation games. But, to my surprise, I was pleasantly mistaken. The game still holds up and is great fun to play, especially in two player mode.



Players who purchase NBA Action and have played Robinson will immediately be able to see the new game's heritage. Although Supreme Court probably won't have much of a shelf life after NBA Action's release, it's an interesting play and one that all sports fans new to the Genesis should rent and take a closer look at. Not only for its play value play, but for its historic value as well. - *Talko*







WHO'S NUMBER ONE IN COLLEGE FOOTBALL?



Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football for Super NES.® It's the game that lets you pit the best 48 teams against each other. Like Alabama, Miami, Washington, Florida, Michigan, Nebraska, Georgia. And see who's in a class by itself.





Bill Walsh captures the character of the college game. The triple option, wishbone, and 2-point conversion. College rules, formations, and schemes. The wide-open gameplay. The speed of the South, power of the Midwest, finesse of the West. Classic rivalries. Rabid fans. It's all there.

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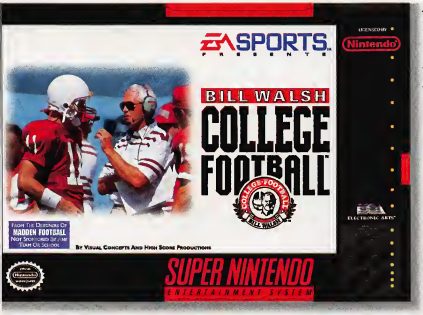
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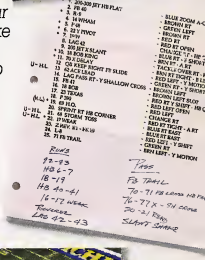




In designing this game, Bill Walsh has definitely done his homework. The famed coach has scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider information and team tendencies.

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ART OF FIGHTING 2

When Art of fighting first debuted; over a year ago on the Neo Geo, it quickly became a favorite among the editors of GameFan. From the huge characters and smooth scaling to the awesome sound FX and music, Art of Fighting had what it took to become a hit. We couldn't wait for a sequel. Well, our patience has now been rewarded because Art of Fighting 2 is here and there are plenty of new sights and sounds to experience in this 178 meg monster. All of the original characters have been re-drawn and now reside in different locations. AOF2 has even more hidden moves plus 4 new characters and a new hidden boss (could your goose finally be cooked?). Listed among these 2 pages are some cool combos and special moves. Now it is up to you to unveil the shocking secret of the King Of Fighters. - *K.LEE*

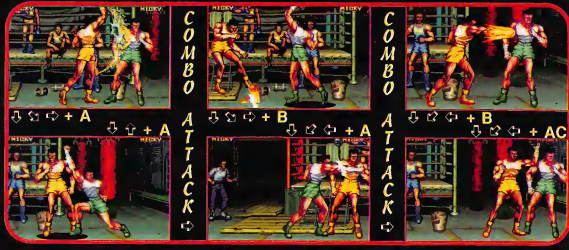
Eiji





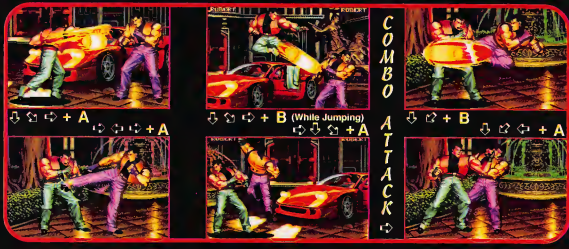
Mickey





Robert







Jack





Ryu





Takuma



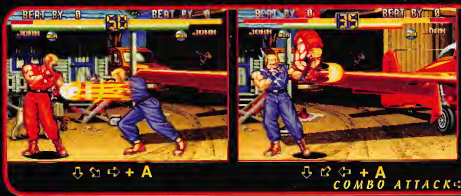


Tem Jin



John





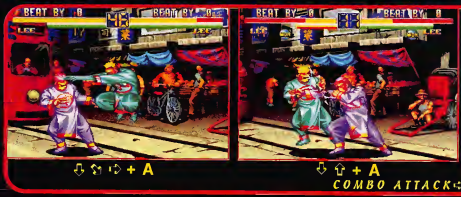
King





Lee





Mr. Big





Yuri















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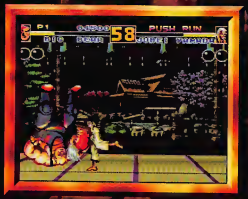








FATAL FURY 2





If there is one system that could oe considered an overachiever in the video game industry, it's NEC's P.C. Engine DUO. The P.C. Engine line has enjoyed years and years of success in japan and, unlike other popular 16-bit systems, will have fulfilled its full potential before its successor (the 32-bit "FX") is introduced. Last summer Street Fighter II was introduced on the P.C. Engine as a 20 meg HU-card and the limits of 8-bit were thought to have been reached. But the best was yet to come. Konami released the now legendary Dracula X last November and you could almost hear the gamers across the country say to themselves, "This is 8-bit?". Now in 1994, NEC pushes the limits of its system even further with the introduction of the Arcade Card and Fatal Fury 2. From the second you fire up the CD you will come face to face with the most impressive version of FF2 this side of the NEO-GEO. The visuals are absolutely stupendous, easily eclipsing the SNES and Genesis FF2's in the departments of color, animation, and overall graphics. The CD music is a cool arranged version of FF2 and, almost unbelievably, all the voice and sound FX are perfectly sampled from the arcade game. Fittingly, the play control is fantastic and overall, I would have to say that this is the best conversion of Fatal Fury 2 seen to date. One thing Duo owners should keep in mind though, is that even better games (Strider for example) are on the way. Never count the P.C. Engine Duo out, you'll be missing out if you do.. - *K.LEE*





IT'S A ROUGH WORLD...



Super NES® screens shown. Other systems' screens may vary.







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— Game Hits magazine

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What's this? a Super Grafx game? You got it. We dug the SG out of the GameFan closet for some reminiscing this month. Regarded by many as the biggest screw-up NEC ever made, they never gave the SG (the only competition for the Genesis at the time) the support it deserved. While it

lasted, the Super Grafx provided us with some great games like, Battle Ace, Grand Zort, 1941, Alldynes, and the great game pictured here, Capcom's Ghouls and Ghosts. It's been six years since G&G's initial release and to this day the game remains totally fun. In fact, this game is still better than a large percentage of today's action/platform software. After playing this game again, I would have to say that the old stuff still works. I wonder why everyone is falling over themselves hunting for new ideas? Why not just improve the graphic and sound quality in games like this? I'm sure that ultimately, many companies will and, we'll see more of the same on the systems of the future...at least I hope so.





Known around here as gamers fuel, Jolt Cola offers the serious gamer twice the caffeine and all the sugar. Says so right on the label! Find a store that sells it and buy it all!

Sega announces new hardware to pump up your Genesis to 32 bit! The Genesis Super 32X!

Yes, it's true, for 1/3 the cost of the advanced systems currently available, Sega's new Super 32X delivers the power of state-of-the-art arcade systems to your Sega Genesis. The 32X uses the Hitachi SH2 RISC microprocessing chip. The two SH2 chips in the 32X will complement a newly-designed VDP (video digital processor) chip to bring to the Genesis a fast processing speed, high color definition, texture mapping, improved computer polygon graphics technology, ever changing 3-D perspectives, software motion video, enhanced scaling and rotation and CD quality audio! Sega is too cool. The 32X will enhance both CD's and cartridges designed and developed to incorporate this new technology. More than 30 titles are currently under development and a similar number should be added in the first year. Now for the good part. The 32X will be out this fall and, it will cost a mere $149!! Of course, the Saturn will have a pile more processors, but what a great way to introduce 32 bit at an affordable price. "We think the Genesis Super 32X will be another Sega success story because it does an excellent job of balancing those tradeoffs, meeting our consumers' high expectations and providing a migration path to the next generation of technology" said Tom Kalinske, president of SOA. Tom, I think you're right. One of the first games for the 32X is rumored to be a 32 meg Turbo Eternal Champions. Treasure (makers of Gunstar Heroes and Dynamite Headdy) are also working on a 32X title. We'll bring you more news on the 32X as it develops!

"FX SPECS"

Here are some more early specs on NEC's Tetsujin, due out this year in Japan. Look for more in next month's 32 Bit shootout.

CPU	V810 32 BIT RISC (CLOCKS 21.5 MHZ)
MEMORY	WORK RAM _____ 2 M BYTES VIDEO RAM _____ 1.25 M BYTES CD BUFFER RAM ___256 K BYTES BACK-UP RAM ____ 32 K BYTES ROM _____ 1 M BYTE
CD ROM DRIVE	CDG COMPATIBLE PHOTO CD COMPATIBLE
PALLETTE	24 BIT COLOR_____ 16,770,000
COMPRESSION	JPEG
OUTPUT	AV, STEREO, S-VHS 2 CONTROLLER PORTS
ANIMATION	30 FRAMES PER SECOND (MINIMUM)
RELEASE	SEPTEMBER '94
PRICE	UNKNOWN



Color Gameboy?

Nintendo of America has unveiled a new technological advance that will allow millions of people to play more than 350 Game Boy cartridges on the SNES, displaying them in full color on the television screen for the first time.

This new product, called the Super Game Boy, innovatively links the capabilities of a portable game system with that of a home game system. It is a SNES cartridge that contains a Game Boy adapter. When a Game Boy cartridge is inserted into the product, it is transformed from a 2-inch-by-2-inch, black and white game to a bright, multicolored image on a television screen complete with stereo sound. The product also allows players to customize colors and designs.

Super Game Boy will be available June 6 at the suggested retail price of $59.99.

Super Game Boy displays all Game Boy game action in varying shades of four colors. For personalized play, players may colorize several prestored color palettes to change the appearance of the screen. For example, ice levels can be colored blue, and jungle scenes can be green. New titles specially designed for the Super Game Boy will be able to display up to 256 colors.

Different, animated, borders can be placed around the central game play screen. Using a SNES controller or SNES mouse, players can either select one of several prestored designs or create their own with a paint-type program, drawing not only on the borders but on the game play screen itself.

Future Game Boy games will be programmed to take advantage of special Super Game Boy capabilities. The first new Game Boy title to capitalize on Super Game Boy's capabilities will be Donkey Kong. It will be released at the same time as Super Game Boy. Nintendo's licensees and game developers will receive development specs immediately. So, now the Gameboy is finally in color....but it's not a hand Held anymore! I don't get it. So I can play games on my SNES that aren't as good as SNES games that are really Gameboy games but I cant leave the house with them. OK, I'll by that....Not! I think a new handheld might be a better decision, don't you? Or how about a NES converter, that would be cool. YEAH. HuH. HuH HuH.



That little gadget between Ryu and Songoku is the new Mega Jet (a hand held Mega Drive system)! You got it! The Genesis/ Mega Drive hardware has now shrunk down to three chips, and here it is, in the palm of your hand! Now if Sega just adds a screen, presto! The greatest hand held of all time will be born. Whether or not that happens, this is still the coolest peripheral we have ever seen. Now, anywhere there's an AC outlet and a TV, you can whip out your Mega Jet and go for it. At about 149.99 the price is right. The Mega Jet is out now in Japan. As for the US, we'll just have to wait and see what SOA decides to do with this new technology. *The Game Gear is getting a little old.....*





Good news for Lunar owners!

The second run of Working Designs 'Lunar the Silver Star' comes with new foil stamped and embossed packaging. If you have the old packaging and would like to upgrade (I've seen the new stuff and recommend it highly), just send in your old instruction manual, case graphics and $2.50 to;

18135 Clear Creek Rd., Redding Ca. 96001

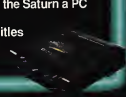
Do not send the actual plastic case, just the printed liner. Along with your new packaging you'll receive a limited **Lunar collectors pin**. The greatest Sega CD RPG deserves an equally impressive package!



See that fine white building nestled at the bottom of the hill across from the beach? That is Shiny entertainment, the new home of David Perry and company (very good company I might add). Inside that building the best action game ever created is being developed...I saw it. From the story, to the graphics, to the amazing sound, this is the best Genesis and SNES game I have ever seen. Everyone will buy this game and everyone will love it, I guarantee it. I wish I could tell you more, but I'm sworn to secrecy. GameFan will feature it's most extensive coverage ever on .....starting in our June or July issue. Get ready to be completely blown away by a 16 bit game like never before..

SEGA SATURN FACTION

1. The Saturn will be at the Tokyo toy show in June.
2. Attendees will be able to see the Saturn and its product manager.
3. While there, be sure to cruise by the Sony and NEC booths, unless you're not interested in witnessing the Saturn's 32-bit competition in all their glory.
4. Just in case you were wondering (or give a @%*%) the Saturn's three CPU's (2 SH2s and a SH1 for good luck) are totally custom.
5. The Saturn is rumored to be packaged with a puzzle game, or Virtua Fighters. Gee, I hope it's the puzzle game.
6. Even the good carts use only a fraction of the Saturn's full potential.....duh. The CD's will rule.
7. Saturn will be CDV and Photo CD compatible.
8. 5 titles will be released with the Saturn this November.
9. Of the over 300 3rd party developers invited to Sega's Saturn developers meeting held of Feb. 14, 1994. 170 signed on.
10. It is said that if you played Daytona and Virtua Fighters in the arcade, and then went home and played those games on the Saturn, you would not see or hear any differences in them. *Joy!*
11. Sega and Microsoft are working together to port Microsoft Windows over to the Saturn. This will make the Saturn a PC compatible machine. Yuk.
12. Saturn is expected (wished) to have 41 titles available at its Nov. 94' release. Uh huh. (I thought they said 5)?



Special Europa Feature!

INSIDE REBELLION









There are a few companies betting solely on the Atari Jaguar, but Oxford-based developers Rebellion Software have positioned themselves neatly as the UK's leading 64bit game designers. Alien Vs. Predator has already had extensive coverage in Gamefan, and if the almost-finished version is anything to go by, it should be one title not to be missed. To extend our coverage of this great title, and to bring you an exclusive look at Rebellion's next wave of Jag games, I recently paid a visit to the 9-man team, knee-deep in the AVP deadline, needless to say!

At the time of writing, AVP is almost finished and is due to go on sale in the middle/end of April. I spoke to Jason Kingsley the Creative Director of Rebellion, about their commitment to the Jaguar and their first games to come out for the machine:



GF: When was the company started?
JK: About 18 months ago. It came as a result of me being freelance, and having problems getting paid by other publishers after producing games! Getting the Jaguar contract meant that I needed to set up a proper operation.





Legions of the Undead

GF: How come you got involved with the Jaguar so early?
JK: Atari contacted us about our previous game, Eye of the Storm on the PC, because they were impressed with the speed of its 3D engine. They asked us if we could work on their new machine and at first we thought they might mean the Falcon. Luckily, it proved to be the Jaguar! I'd done Star Raiders on the Atari 800 ages ago, and some stuff for the Atari ST, but the Jaguar was naturally a much more exciting proposition.





GF: How did AVP evolve?
JK: It started about a year ago when Atari told us they had the license from Twentieth Century Fox. Originally we drew 256 color graphics from scratch and then decided these simply weren't realistic enough-it's very hard to draw graphics in 16bit or 24bit color that are good enough to make small models of all the scenery and characters, before photographing them and digitizing them into the game. This approach has saved us an awful lot of time, and the results are far better.

GF: What's been the hardest aspect of the game in its development?
JK: Ensuring that the game isn't just a blood-fest-trying to make sure there's balance between action and strategy. Also, despite the Jag-peg compression, memory has still been a problem. Trying to make the levels interesting and varied and trying to cram in sampled sound effects hasn't been easy given the restrictions of a 16 meg cart.

GF: So what do you think of the Jaguar's hardware? Is the machine only really suited to 3D scrolling?
JK: Oh no, not at all, it's very much a multi-faceted machine. Personally, I think it's a great machine, especially when you consider it's doing more impressive things than £1000 PC, for a fraction of the cost. We're only just scratching the surface of what it can do with AVP, and I'm sure we'll be looking back in a couple of years and laughing at how we're doing things here. It's been a very fast learning process.

GF: What do you think of the Jaguar CD Drive?
JK: Well, Atari still haven't decided on its specifications yet. I'd like to see at least 2 megabytes (16 megabits) of RAM in the drive to act as a buffer to spool graphics into. The current crop of CD games technology is all so slow, and extra Ram would certainly help. Basically, the more hardware Atari can fit on the CD Drive the better the games can be!

GF: What do you hope to achieve with the dungeon game?
JK: Legions of the Undead (working title) will be using a significantly enhanced version of the AVP engine, and the gameplay will be changed to make it more like an Action RPG or adventure. They'll be weapons to collect, puzzles to solve, and traditional RPG elements to give the game depth. It basically follows on from the old text adventures, but obviously you'll be able to see exactly what you're doing! We're hoping to do a 24meg version and also a CD version.

GF: How would the CD version be different?
JK: Size, mainly. I want it to be absolutely huge-hundreds of levels, endless new graphics, and above all a massive, massive chal-









lenge. I think it's a con how so many CD games these days are just sonically enhanced, with some video bunged on the beginning. Game players want so much more than that, but it all takes time and money.

GF: Can you tell us briefly about the other Jaguar project you have in the works?

JK: We got a game called Hammerhead (previously called Cyberpunk City) and it's very much a game that's been at the back of my mind for around six years now. It's a strategic combat flight simulator set in a futuristic city and we're trying to make the flight dynamics quite original for this one. I think the Jaguar is the first console that can do it justice. This one won't be out until next year.

GF: What about multi-player games on the Jaguar? Any thoughts?

JK: Well, AVP would have made a great multi-player game, and there was even a discussion about the possibility of using a Lynx as a motion tracker! To be honest, I'm not really sure about Atari's plans for multi-player link-up just yet, but it has to be something to be given serious attention.

GF: What games do you like playing?

JK: At the moment we simply don't have any time to play anything, but I like things like Civilization. Things with a bit of depth, generally. The kind of games I'm really beginning to hate are the so-called interactive movies. They're all so linear. Even the old text adventures offered loads more interactivity than these can. Talk about B movies, these wouldn't even be classed as C movies!

GF: What's your opinion on 16bit versus 32 and 64bit?

JK: It's certainly true that the current crop of 16bit games look very sad next to what's running on 32bit and, ahem, 64bit technology. We like working on new technology because it gives us the freedom to do ambitious projects-I mean we just couldn't do AVP on the SNES, could we? Of course the perfect machine isn't here yet, but some of the new RISC-based machines are looking very sexy indeed...

GF: And will you be developing for any of these, by any chance?

JK: Er. I can't really say at the moment (whispers some interesting stuff I can't divulge!)

GF: Cheers, Jason.

Alien Vs Predator

The graphics in AVP were actually digitized from models rather than being drawn from scratch. The texture on the walls was formed by making panels (see photo of Justin Rae) and these were digitized and then turned into bitmapped graphics. These aren't scaling texture-mapped polygons, but scaling bitmaps-the Jag's hardware is just fast enough to shift them. I spoke to Mike Beaton, the game's programmer, about how the Jaguar handles the graphics.

'It's similar technique to Doom,' programmer Mike Beaton explains, 'but we're using over 32,000 colors compared to Doom's 256, and we're drawing the walls and ceilings separately. The Jaguar's bitter draws the panels while the calculations are handled by the GPU.' And around 10-15 frames per second it's certainly smooth enough.

The latest enhancements include a 24bit (16.7 million) color intro sequence and the graphics are so memory hungry that the actual uncompressed size of AVP is close to128 megs!!! Atari's Jag-peg (their version of J-peg) is used to compress the graphics at a ratio of about 8:1 without any loss of quality! Compared to the compression routines used on the Mega Drive and SNES (usually 2:1), Jag-peg means the Jaguar can handle games with about 4 times the memory in the same size cartridge. And with all those colors it sure needs it.

Checkered Flag 2

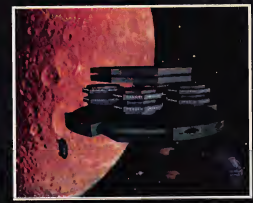
Rebellion's 'tribute' to Virtua Racing is also coming along in leaps and bounds for a May release. The game (which may be retitled Ray Hall's Redline Racer) is being handled by Rob Dibley and some serious recoding has meant that the frame rate has been doubled since we last showed it to you-it's now running at between 15 and 20 frames per second, showing what a difference the Jag's GPU can make to a game's speed. Other enhancements include, some great new roadside graphics, reflecting the different countries the tracks are based in, and fog, too. This was very effective, but unfortunately Rob's development hardware was playing up and we couldn't manage any grabs!

Legions of the Undead

Rebellion's third Jaguar title uses an enhanced version of the AVP engine, and from the demo I saw, it looks like a stunning Action RPG (hurray!). At the moment, all they have is an early graphic demo but already it looks absolutely superb, even surpassing AVP for pure atmosphere! The frame rate looks even smoother than AVP and the detail on the walls and ceilings is just phenomenal.

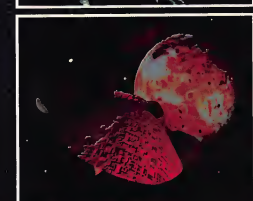
LOTU isn't just your standard PC-type RPG, though. A lot of attention is being paid to the character design, bringing in elements from Hellraiser rather than the more familiar RPG characters. Over 4 months work has gone into the game. So far, Justin Rae has been working on sprites and panels for the game, in exactly the same way as AVP and most of the graphics have been finished. Expect a brilliant role playing game with great graphics. lots of gore (well, Atari wants it be gory!) and, best of all, a great depth of gameplay. Legions of the Undead will be out later on this year, but the plan is to release a vastly enhanced CD version, too! Things are looking extremely promising for the Jag CD, and it isn't even out yet! I can't wait!

It was so encouraging visiting Rebellion. While so many developers are shy about committing themselves to new platforms, these chaps are really going for it. Above all, they care about what they do, and want the Atari and the Jaguar to succeed. Having seen what they're capable of, I can only say it deserves to. Cheers guys! Gamefan wishes you the best of luck for the future.













EUROPA!

BY THE RIPPER

Hello! The sun's glinting off my Macintosh keyboard as I write this-yes! summer's finally on its way in the UK. But don't worry chaps, that hasn't stopped me from digging up my usual collection of previews and gossip. Let's go...

This month I've uncovered a veritable flood of new Jag games, so I hope there are more Jaguar owners out there in the US than we have in the UK-Atari is bringing over the whopping grand total of 500 machines every month at the moment...for all of Europe!!! Fortunately, importers are providing a decent service and what we lack in installed users, we more than make up for with great Jaguar developers and that's exactly what's kept me busy this month.

First, there's a trip to Rebellion Software in Oxford-home of AVP and a couple of new projects. Also Ocean in Manchester were kind enough to give Gamefan an exclusive peep at their first Jaguar title-one that doesn't have a name yet, but looks brilliant. And there's Imagitec, too (remember them?). The guys might not have had made too many friends with Raiden and Dino Dudes, but Freelancer should make them pale by comparison. As it stands, it's one of the first officially announced titles for the Jaguar CD!

Freelancer is basically a Doom-style shoot 'em up set in space. You play a space mercenary who has to search corridors taking out robots and aliens and the game incorporates film production techniques such as stop motion photography and digitized live action footage. Of course the vast storage capabilities of the CD drive will be used to create a huge game, but the rendered intro and cut-scene animation's are truly stunning.

Like Doom, Freelancer is currently at a very early stage on the Jaguar, with the PC CD ROM version much further down the line. But, if the 25 frames per second of that version can be maintained on the JAG, Atari could well have their next AVP. Best of all, the game is being programmed so that Jaguars can be connected to one another for multi-player action!!! Expect this stunning title towards the end of the year. Oh yeah, and Dino Dudes 2 is also in the works.

One of the biggest and longest-established UK developers is Ocean. Besides Mega Drive and SNES versions of The Shadow (the new film), Green Lantern (based on the DC Comic) and Jurassic Park 2 (original game), Ocean have two in-house projects for the Jaguar backed up by a

(contd: on page 134)







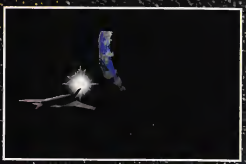




Freelancer







Chaos Agenda









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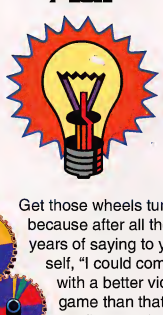
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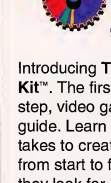
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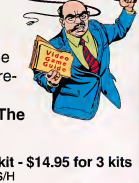
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range of external ones. It was reported last month that The Shadow would be fo Jaguar CD. Actually, it's now going to be Lobo. Also a huge comic license, Lobo will Scavenger 4-style shoot 'em up with rendered backdrops and full collision-mapping. is only at the Silicon Graphics stage and the team is currently waiting for the full spec the CD Drive. At the moment, I'm trying to convince them to convert DID's ama Inferno from the PC simply the best space shoot 'em up I've ever seen. A Saturn or P version is far more likely, though...

The other in-house Jaguar game is a platform game with some stunningly col graphics. At the moment the game is called Apeshit (no kidding!) and is basically a come return to Bubble Bobble/Parasol Stars-style gameplay, but featuring two apes lots of bombs to throw around. The backgrounds use over 32,000 colors and the par scrolling will be the best ever seen on the machine. At the moment it looks great (ch out the screenshots), and it's only a couple of months old! Other Ocean Jaguar ga include, Soccer Kid (from Krysalis), Cheesy (from CTA), and easily the best of the bu the completely excellent Syndicate and Theme Park by Bullfrog. Those last two hav been announced by Ocean yet, so keep 'em to yourself, eh?

So now that Tempest is finished, what's Jeff Minter up to? Last time I spoke to he was writing development tools for the Jaguar CD. As revealed last month, Battlemo will be one of the first games for the Jag's CD Drive which is being handled by the orig game's developers ATD. This will feature texture-mapping? Will the Jag CD include a ture-mapping chip, then? Er, no comment. I could tell you, but then I'd have to kill Put it this way, if Atari doesn't bother to spec-up the drive, Sega and Sony are goin pose some mighty competition for the Jag...

The latest Atari classics to get the Tempest treatment will be Battlezone 2000 (po bly by Hand Made games) and Star Raiders. Oh yeah, and one of the best games f 1993, Virgin's Cannon Fodder from the Amiga, is being converted onto the Jag (Mega Drive and SNES) by a development team called The Dome (Puggsy). Finally on Jag front, Virgin are hoping to pose some competition for Kasumi Ninja with Dragon the Jaguar-this is being coded by the main man behind Super Swiv (I think it was ca Firepower 2000 in the US) expect some news on that at the ECTS next month...

Some Snippets...

Psygnosis has an interesting line-up of new Mega Drive titles starting with an exc tionally slick platformer called Flink-superbly drawn sprites and great parallax ba grounds-this one looks good enough to hang a Capcom logo on. Also, following on f the multi-directional charms of Sub-Terrania, there's Rescue-an inertia-based sp game. Last and by no means least, Top Hat is a great-looking Isometric game. I'll h shots of all these next month.

Factor 5, the German creators of the Turrican games, have an amazing SNES ga in the pipeline that way surpasses the graphic brilliance of Super Turrican 2!! The gam based on a big Hollywood movie license and will be announced soon. By the way, d anyone dig the music in Super Turrican and Mega Turrican? A CD will be available s (in Germany at least!) with remixed tracks-the guy responsible, Chris Hulsbeck is awesome-he could have Yuzo anyday!

Some Saturn news...I've just heard that Anco's first Saturn title will be a version K off 3. Let's hope they make it at least as good as Virtua Soccer then. Also, the creator Cannon Fodder have Sensible World of Soccer for the SNES, Mega Drive and CD32-c the latest version of the best soccer game ever written...

Core news... the Sega aficionados will be working on Super 32X titles before t touch Saturn!-they're receiving development kits in April. Can you imagine Soul Star the 32X!! I'm seeing Core soon (Chuck Rally is really the dog's bollocks!) so you can I'll be the first to find out what they're doing...Also, Core has two new games on the w to Commodore's CD32-Banshee is a vertically scrolling 1942 clone and looks pretty go and Heimdall 2 is loads better than the first game! Screenshots next month.

That wraps it up for another month I'm afraid. In a couple of weeks there's a European Show called ECTS, and of course, I'll be digging up all the exclusives for y Of special interest will be an Atari development conference. I've been invited to, so exp some more on this great machine next month. Aren't I good to you?

GIVE YOUR BUDDY THE BOOT!

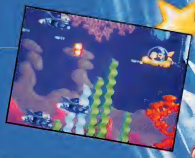
Join Bubble and Squeak on their adventure to rid the enchanted land of Grool from the evil Kat of Nine Tails. Collect gems and coins to buy freedom for Squeak's friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement!

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Postmeister

Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... Cuz I'm EVIL!!

Dear Postmeister,

I want to know what is going on with the Sega Virtual Reality Glasses. Last summer I heard Sega was releasing them around Christmas, but I never heard anything else about it after that. I thought it was just a rumor, but then a couple of days ago, I read a letter in another magazine where someone was asking how to hook up a Sega VR. I assumed it meant Virtual Reality. Could you please clear this up for me? If it is available, could you tell me about how much it is? Thank you for your help.

Shane Keylor
New Holland PA

Dear Shane,

I am sorry to report that it may be some time before any of us slide on that awesome looking headset. In a recent study at CU (Colorado University) Home of the Chicken McNuggets, uh, I mean Denver Nuggets, a test revealed that extended use of the VR headset could result in damage to your vision, (and or one steaming headache). Whether or not SOA is still working on the headset is still unknown. I was looking forward to wearing those on my next date too...

Dear Postmeister,

A couple of months ago, I was reading your magazine (in my Canadian igloo schwillin' beer and eating bacon) on the Jaguar and came to the conclusion that this is the system for me. So, I rounded up the dogs, affixed them to my sled, and headed south for Seattle; Canadian availability of the Jaguar is second to none (key word none). Although my dog sled didn't handle as well on the I-5 as I had anticipated, a hitchhiker I picked up suggested that I pick up some slicks. I then proceeded to Les Schwab, bought four Goodyear blizzaks, and received my complimentary pound of ground beef (which the dogs loved, all except one, he died of ecoli poisoning). But that's another story.

Your last issue showed me some very promising pictures of what the 3DO can produce. I don't know what it costs down there but up here you can pick it up for a cool "G" ($1000.00) ouch!

Anyway, to get to my questions, if the Jaguar has double the power of the 3DO, why do the Jaguar games look half ass in comparison to the 3DO? Also, what's happening with the Jaguar CD? When will it be released? What will it cost? And here's a good one, could you show screen shots of anything in development for the Jag CD? Oh yeah, just one more and then I'll leave you alone, where the hell is the Alien Vs. Predator and when will it be released?!

Sorry, but I have to get going now. I have a sudden urge to go down to Wendy's and open fire on innocent victims. You Americans kill me. Hope this letter makes it to you and doesn't get lost in a U.S. mail shootout.

Sincerely,
Jay (#@!%&*$% it's cold up here!) Broudy
Vancouver, Canaduh-eh!

Dear Jay,

OK you hoser, here's the deal eh. The Jag has still not been launched here nationally. They are still limited and hard to get. That is because all of the software that kicks butt, is currently in development. Atari is waiting to launch the system so that the games you are dreaming of (in your dreamy igloo) will be ready to go when the system goes national. The CD should be out by 4th Quarter. If you turn to Europa you can see the CD in action. We're on it dude. AVP is done, they're throwin' it in a box right now. As for the 3DO, well, it only costs five hundy down here and there's a ton of cooool stuff on the way, so you better get some sticky tires for your sled and trade in the muts for a 357. OK, you hoser, since you're horkin my

whole section I'll give you some advice. Watch out where the Huskies go, and don't you eat that yellow snow. Bacon is full of gooey grease and fat, and beer slows down you're reactions. Try some Jolt Cola eh! Thanks for the cooool letter.

Dear Postmeister,

This letter probably won't get printed in your magazine, but it is something I need to say. In fall of 1992 I heard about how Final Fantasy 5 in Japan was coming to the states by Christmas of that year. I waited and waited and now 1994 is here. Now I hear that FF 3 won't be released until October of this year and it is FF 6 in Japan. Now excuse me, but what the heck happened to Final Fantasy 5? I mean FF 6 looks freakin' awesome and all, but FF 5 looked really good too! Why can't they just make both in the US? It makes me sick knowing how Japan has so many quality RPG's, it could build a mansion with them, and the US companies still think game players want more games like Yoshi's safari. Nintendo and Sega of America need to sober up and see that we, the Game Fans need more quality RPG's in America. I also hear that Phantasy Star 4 might not make it to the states. Why the heck would Sega not want their best RPG so far to be released in the US? It just makes me sick! If more quality RPG's do not be released over here in the US, just come on over and run me over with your postal truck cause' I'm going to go CrAzY!

Sincerely
Geof Williams
Canton IL

Dear Geof,

This is becoming a big problem! I have gone as far as calling the personell at Sega, responsible for choosing titles to bring over from Japan. "We don't feel that the RPG market is big enough to warrant investing in a big project like an import RPG". That is what they say. Then, I say, "but I get hundreds of letters every month. People really want RPG's !" Then they spew out the same old dribble about demographics and how they have to make games that appeal to a wider audience. "You mean like Tailspin"? I asked, I think my dog gave that one a look. After a long silence I realized that I was getting nowhere and just said, "whateva, I'll make sure to forward your mail to.....and hung up. Bottom line, If we want RPG's, we're going to have to flood them with letters. Nintendo seems much more receptive in the RPG arena. As for Final Fantasy, Square is indeed bringing out FF2 here, (FF5 in Japan) but not until first quarter 95, which will be after FF3, (FF6 in Japan) which is coming out here this October. I need an Alka Seltzer. FF6 is thouroughly unbelievable! Just give em' the trophy now, it's over. Thanks for the letter, everybody bug Sega!! Send letters!. Here's the address;
Sega Of America, Inc.
Consumer Products Division
255 Shoreline Dr.
Suite 200
Redwood City Ca. 94065

Dear Postmeister,

Here's the facts! There are 500 developers for the 3DO and counting. Do you realize that if even each of these developers could only produce one good title a piece, you would have a minimum of 500 good titles to choose from! The numbers speak for themselves. Don't insult your smarts and don't get stuck playing "Dino Dudes" and "Hosenose and Booger", get real!

Enjoying the view from my 3DO,
Ross Frankel
Sag Harbor NY

Hey Ross!

The alarm clocks goin' off...wake up! There are at best (the very best) 30 companies developing 3DO software in the US. Sure, maybe a couple of hundred would develop if 3DO moved about a million systems. But their barely pushin 30,000 so you better keep hittin' the snooze button. Don't get me wrong, at 500 I think the 3DO is a deal and will do very well. But Atari just signed with you know who and is bringing out you know what so that race is over. Lastly, If your the kind of guy who judges a system on the first game than maybe you should take up needlepoint like Kid Fan.

That's it for me this month. I'm outta here. I think I'll go down to the beach and scare the babes.

The Postmeister has a new address!! Write to me at my new mountain cave (my dungeon collapsed in the quake!!). Thank God I wear a helmet!!

The PoSTMeISTeR
5137 Clareton Dr. Suite 210
Agoura Hills, Ca. 91301

ENVELOPE ART

Well, at long last, here's a section just for you aspiring artist's. This is your chance to show us what you've got! Keep the great artwork coming and I"ll see you next month.



My personal favorite comes to us from Brandon Engelman of Gulf Breeze, FL., and it's not just because you used all of our characters. Nice sense of design and staging... *Way to go!* An original inked board from my comic is on the way.....



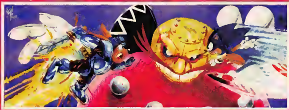
Ben Szemkus of Cheshire, CT. Sends us this fierce rendition of Virtua Fighters (very cool)



From Chheuy Ra of Long Beach, CA Comes this brooding drawing of Ken. (lighten up dude! Life isn't that bad...



The Bionic gamer of Sardis, OH, gives us this extremely yellow picture of a a warrior enjoying a quiet moment... (Ahhhhhh!) P.S. (Nice beard, I see a theme...)



Gregory Wilcox of Bronx, NY demonstrates his skill with a brush.(awesome!)



Well, the bionic gamer snuck in this whacky sports pictorial. (Check out the way cool scoreboard!)



Jorge Cifuentes From the Bronx, NY sends us this angry little number (Yo Jorge!what's with all the agression.) Cool flames Bro'.

TEMPTING, ISN'T IT?

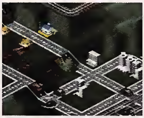


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- Other

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- Jaguar CD
- 3DO
- Saturn
- Sony PSX
- Philips CD-I
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- Six to Ten
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- Sci Fi Channel
- Comedy Channel
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THE SCHEDULE

MAY 1994

GENESIS

Grindstormer	Sht.	Tengen	4/15/94
Incredible Hulk	Act.	U.S. Gold	4/15/94
Itchy & Scratchy	Adv.	Arena	4/15/94
Pirates Of Dark Water	Act.	Sunsoft	4/15/94
Speed Racer	Act.	Accolade	4/23/94
Radical Racing	Drv.	Atlus	4/26/94
Chessmaster	Str.	Mindscape	4/29/94
Columns III	Puz.	Vic Tokai	4/29/94
Popeye The Sailor	Adv.	Amer Tecnos	4/29/94
Dominus	RPG	Asc.	5/2/94
Marko's Magic Soccer	Spt.	Tengen	5/15/94
Mickeys Magical Quest	Act.	Capcom	5/15/94
ESPN Baseball	Spt.	Sony	5/16/94
NBA Action 94'	Spt.	Sega	5/16/94
World Cup USA 94;	Spt.	U.S. Gold	5/16/94
Virtua Racing	Drv.	Sega	5/27/94
Ren & Stimpy 2	Adv.	THQ	5/16/94
Rocky Mtn. Sports	Spt.	DTMC	5/16/94
Speedy Gonzales	Act.	Sunsoft	5/16/94
World Cup USA 94'	Spt.	US Gold	5/18/94
Aero Fighters	Sht.	McO River	5/27/94
Speed Racer	Act.	Accolade	5/27/94
King of Monsters 2	Act.	Takara	5/31/94

3DO

Life Stage-Virtua House	Ed.	MicroCabin	May
Out of This World	Act.	Interplay	May
Uewer Ubark	Sht.	Uigital Pic.	May
Jurassic Park Interactive	Int.	D.I.S	May
Microcosm	Sht.	Psygnosis	May
Star Control 2	Str.	Crystal Dyn.	May
Who Shot Johnny Rock	Int.	Amer. Laser	May
Mega Race	Drv.	Mindscape	May
Road Rash	Drv.	EA	May

SEGA CD

Heimdall	Adv.	JVC	4/15/94
Rise of Robots	Fgt.	JVC	4/15/94
Indiana Jones	Adv.	Sega	4/29/94
Vay	RPG	Wrkng. Dsgn.	4/29/94
Battle Corps	Act.	Tengen	5/15/94
Dungeon Master	RPG	JVC	5/16/94
ESPN Baseball	Spt.	Sony	5/16/94
Soul Star	Sht.	Tengen	5/16/94

JAGUAR

Wolfenstein 3D	Act.	id	May
Alien Vs. Predator	Act.	Atari	May
Doom	Act.	id	May
Club Drive	Drv.	Atari	May
Kasumi Ninja	Fgt.	Atari	May
Checkered Flag	Drv.	Atari	May

SUPER NES

Fido Dido	Adv.	Kaneco	4/15/94
Gordo 106	Str.	DTMC	4/15/94
Itchy & Scratchy	Adv.	Acclaim	4/15/94
Magic Boy	Adv.	JVC	4/15/94
Might & Magic 3	RPG	FCI	4/15/94
Time Killers	Act.	Malibu	4/15/94
Warrior of Rome 3	RPG	Extreme	4/15/94
Fatal Fury 2	Fgt.	Takara	4/29/94
Hammerin Harry	Act.	Irem	4/29/94
Pele Soccer	Spt.	Accolade	4/29/94
Shut Up & Jam	Spt.	Accolade	4/29/94
Sat. Night Slam Masters	Spt.	Capcom	5/15/94
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ESPN Baseball	Spt.	Sony	5/16/94

NEO GEO

World Heroes 2 Jet (Jpn.)	Fgt.	AlphaDenshi	May
Fighters History Dyn.	Fgt.	Data East	May
Top Hunter	Act.	SNK	May
Super Side Kicks 2	Spt.	SNK	MAY



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Here are the correct codes for January's Pac-Attack Contest: Level 40-RMN, 41-CNK, 42-FRB, 43-MLR, 44-FRP, 45-SDB, 46-BQJ, 47-VSM, 48-RDY, 49-XPL, 50-WLC.

GRAND PRIZE:

Kimberly Leigh Rohm, Nashvill TN Age 22

FIRST PRIZE:

1) Michelle Eudy, Stanfield NC. Age 25
2) Jenise Ard, Tuscon AZ. Age 32

SECOND PRIZE:

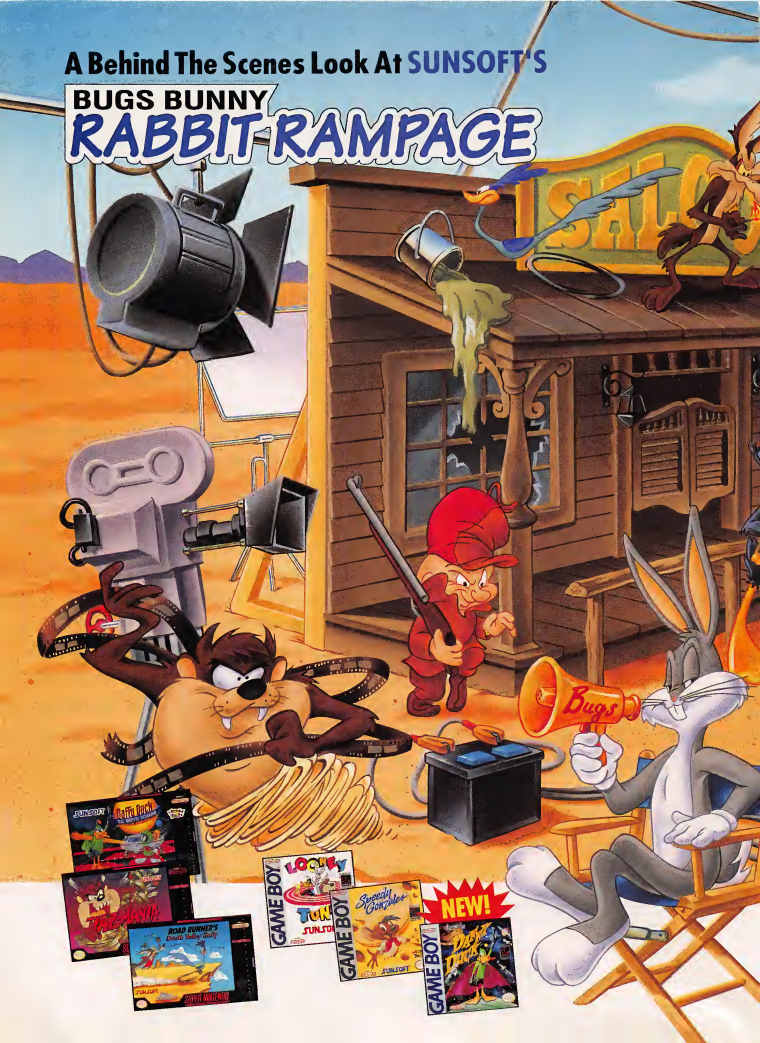
1) Carol Loo, Berkley CA. Age 27
2) Robert Munda, Freeport IL. Age 24
3) Maria Johns, Mechanicsburg PA. Age 9

THIRD PRIZE:

1) Geneva Stoltz, Winston-Salem NC. Age 67
2) Paddy Rae Allen, Missouri City TX. Age 38
3) Sharon Parker, Keithville, LA. Age 34
4) Jerry Moowery, Whites Creek TN. Age 21
5) Mark Evans, Brooklyn, NY. Age 18
6) Barbara Michaud, West Hartford CT. Age 44
7) Bryan Truex, Moundsville, WV. Age 23
8) Glen Correll, Surf City, NC. Age 23
9) Neil Griffin, Hollister, CA. Age 17
10) Kenneth Swiggett, Kannapolis, NC. Age 27

A Behind The Scenes Look At SUNSOFT'S

BUGS BUNNY RABBIT RAMPAGE





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